



"Jake The Brick"
1025-177
Final Board



Date 03/06/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 03/06/14
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Kent Osborne

MAR 20 2014

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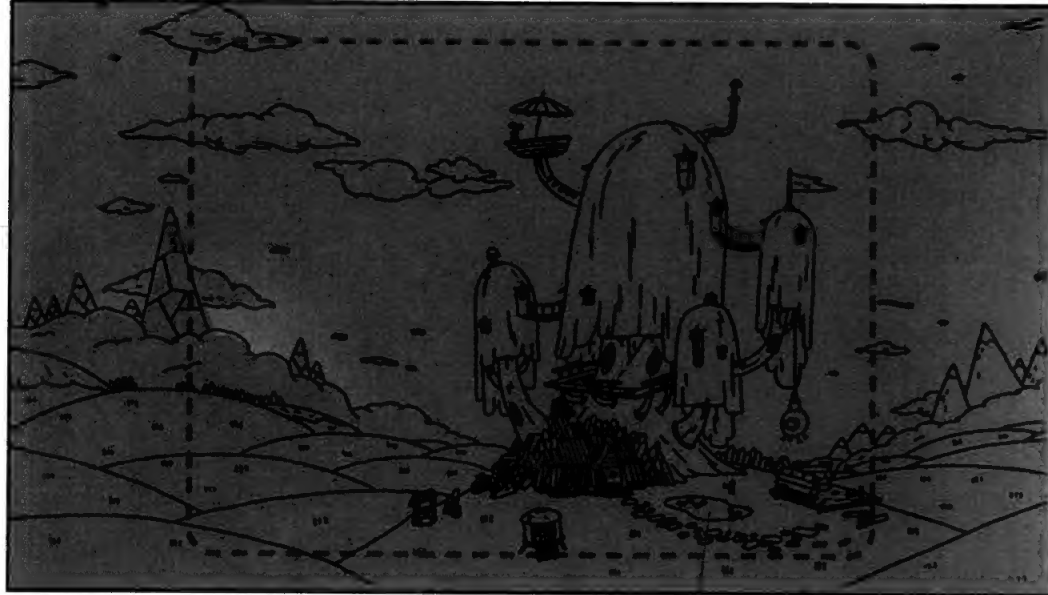
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ADVENTURE TIME

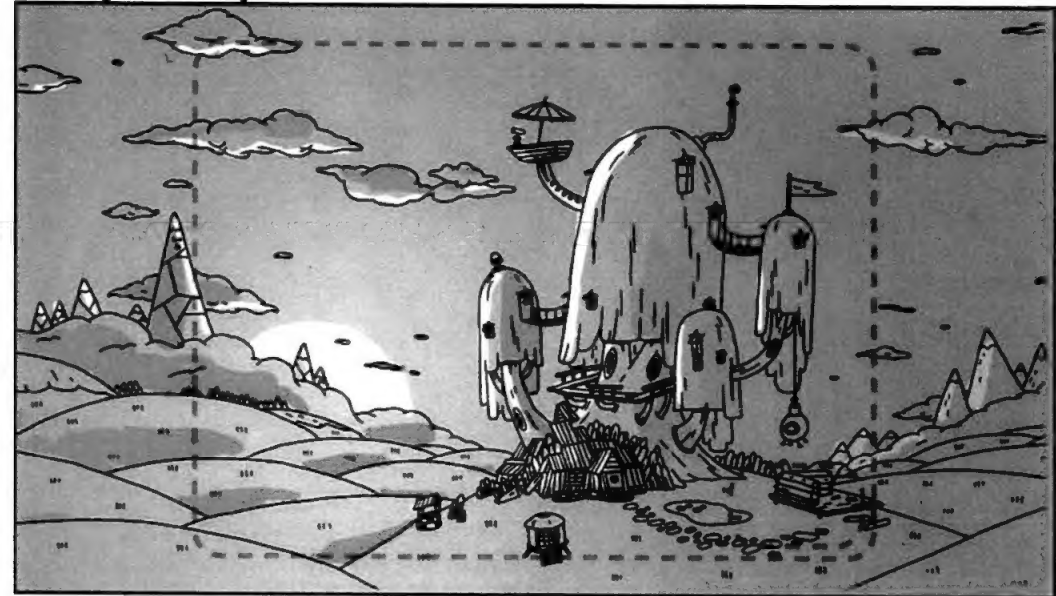


Page 1

Sc. 1 Pnl. A Bg. day night



Sc. 1 CONT Pnl. B Bg. day night



Dialog:

(MUSIC STARTS)

Pond

SFX/ Birds Chirping

Action:

- TREE HOUSE EARLY MORNING

- LIGHT BREAKS

Timing:

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EPISODE # 1025-177

Production :

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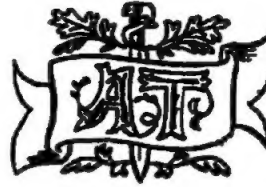
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Start

Ho
cut

He
ant

ADVENTURE TIME



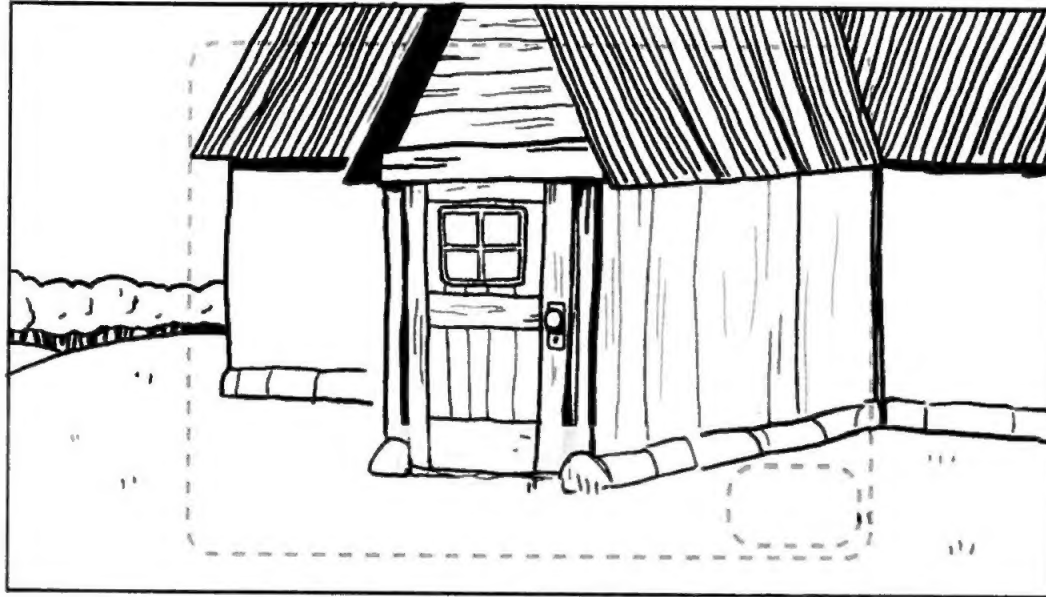
Page 2

Sc. 12

Pnl. A

Bg.

day night

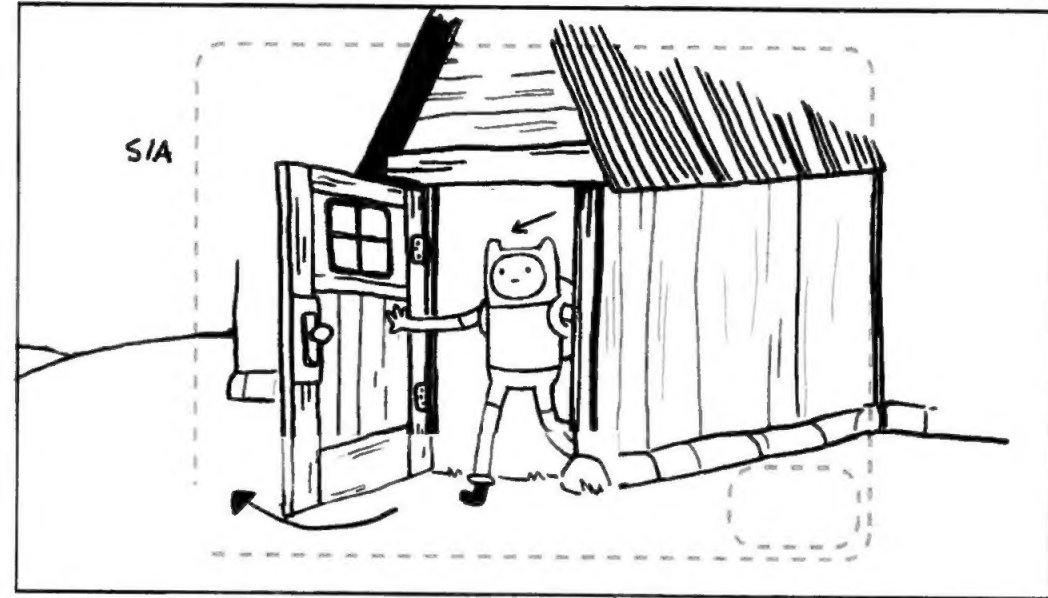


Sc. 2 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:



Door swings
open

SFX: * CREAK *

F PUSHES DOOR OPEN

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Production :

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ADVENTURE TIME



Page 3

Sc. *200T*

Pnl.

C

Bg.

day night

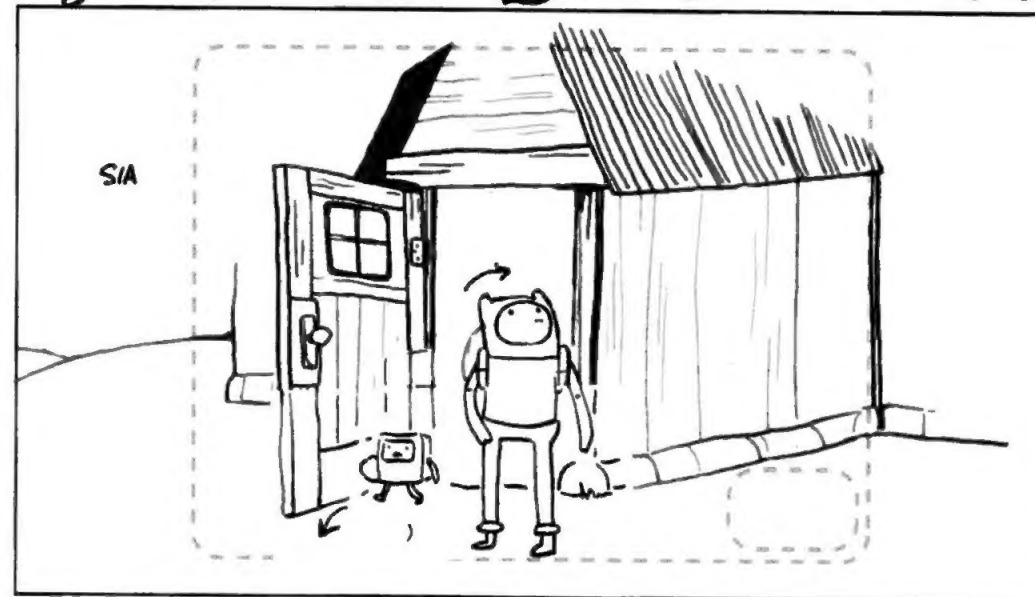
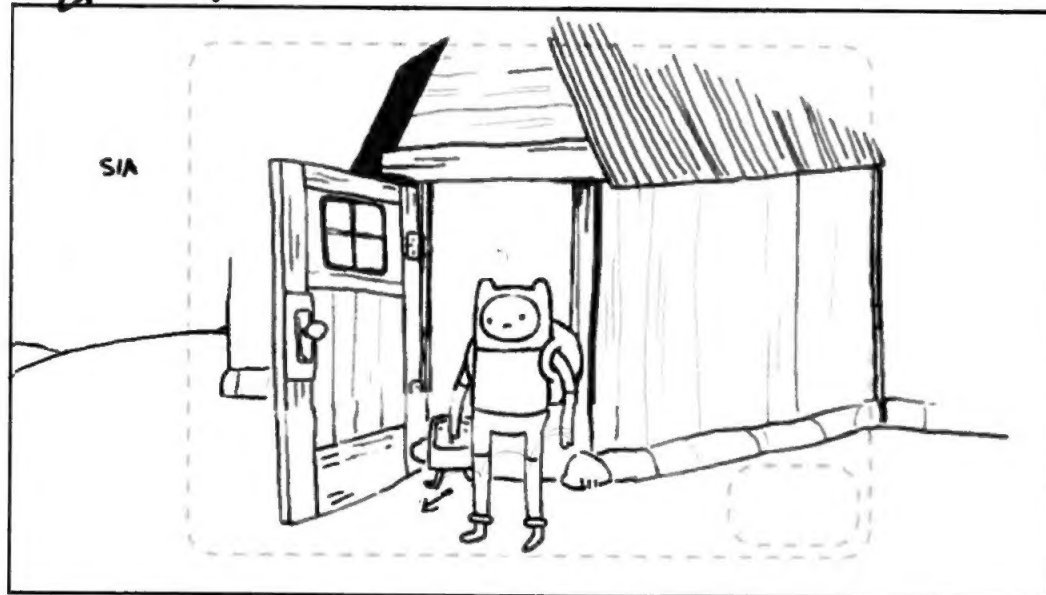
Sc. *200T*

Pnl.

D

Bg.

day night



Dialog:



Action:

- BMO ENTERS BEHIND F, HOLDING APPLE UNDER ARM
- F LOOKS UP AT SKY TO CHECK WEATHER



Timing:

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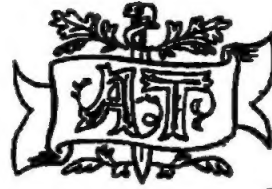
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Handwritten: Hu Cut

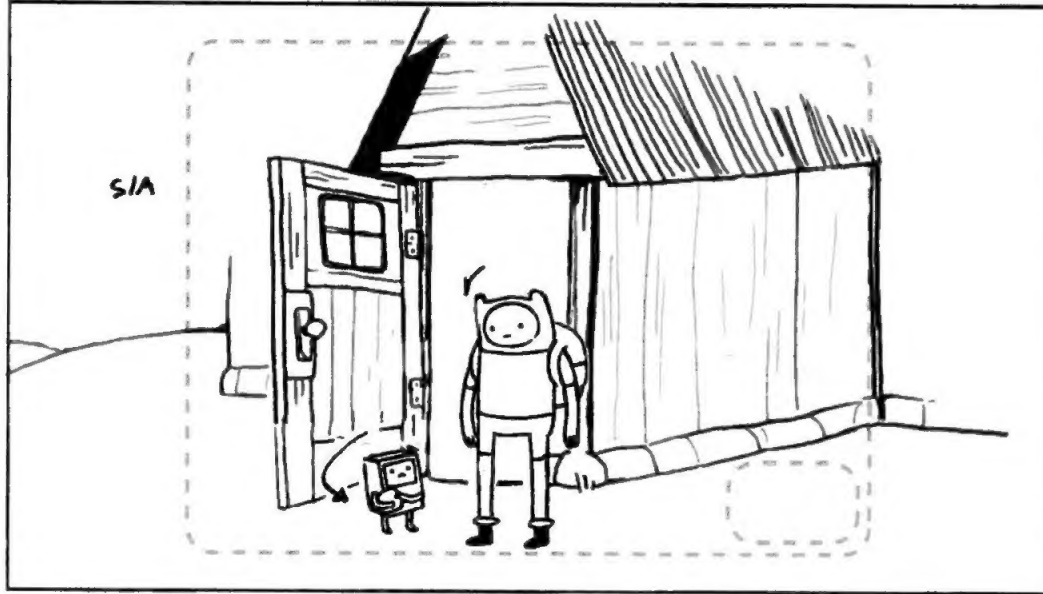
Page 4

Sc. *2 CONT*

Pnl. *E*

Bg.

day night

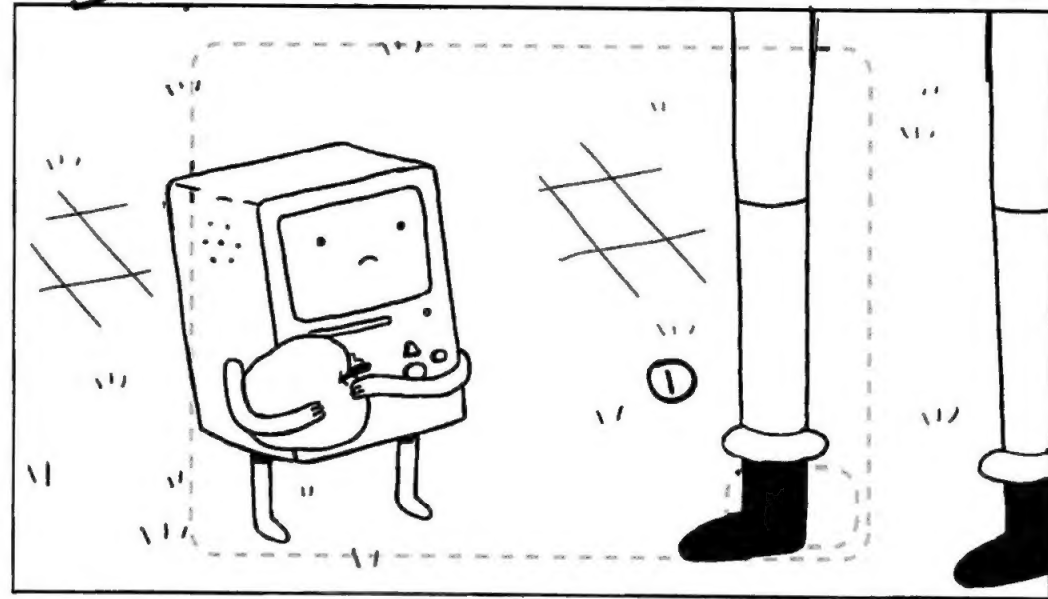


Sc. *3*

Pnl. *A*

Bg.

day night



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1025/177

Dialog:

Action:

- BMO STEPS FORWARD TO F
- F. LOOKS DOWN

Timing:



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Production :

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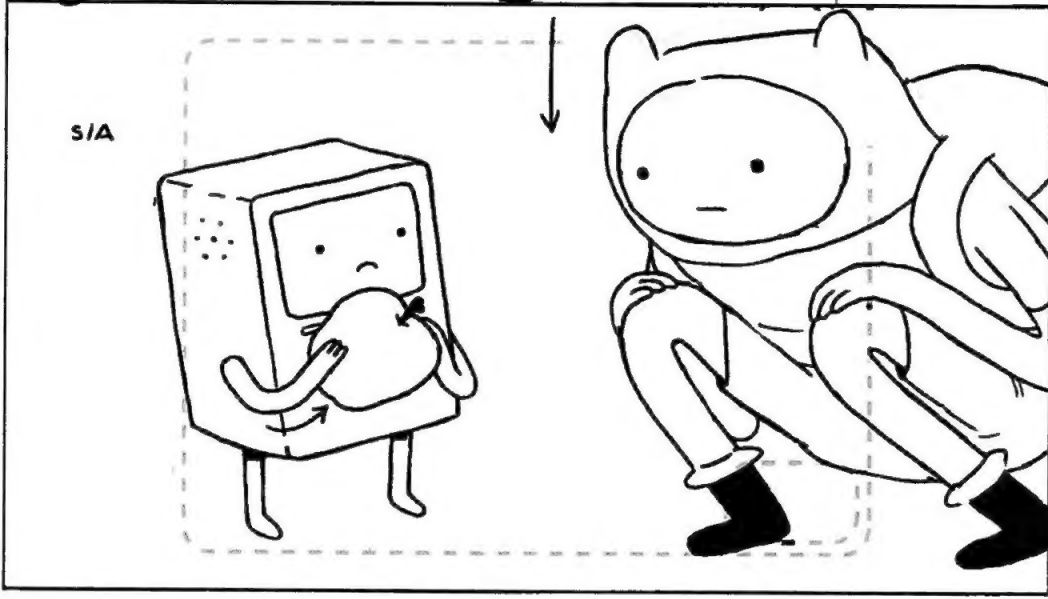
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ADVENTURE TIME

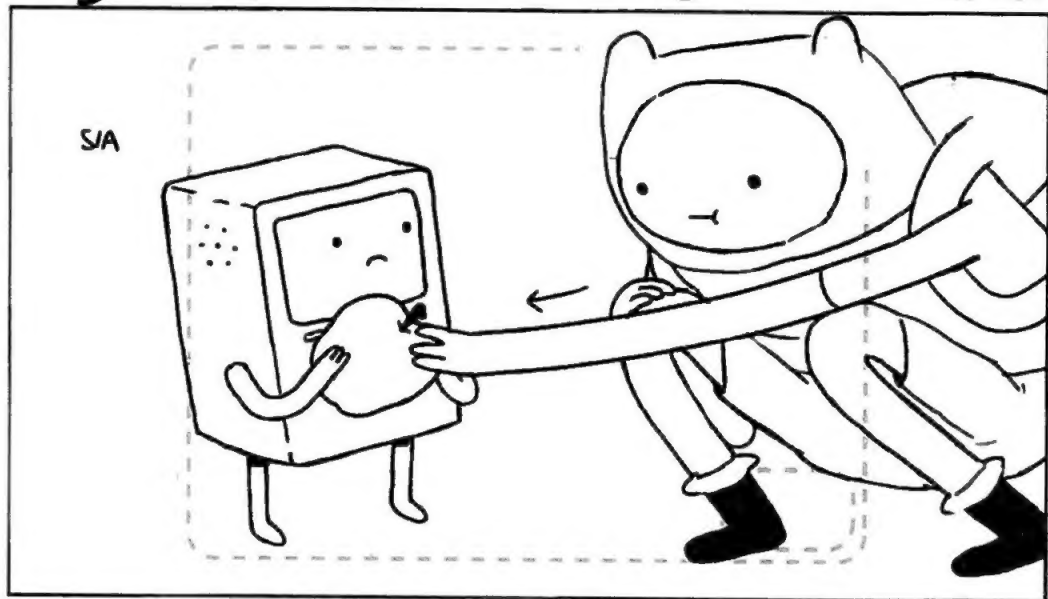


Page 5
day night

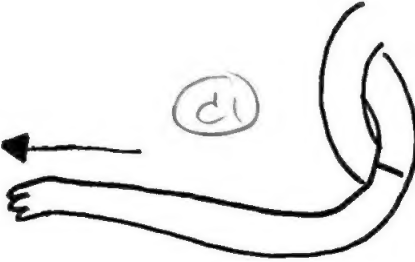
Sc. 3 CONT Pnl. B Bg. day night



Sc. 3 CONT Pnl. C Bg. day night



Dialog:	
Action:	- F SQUATS DOWN - BMO HOLDS UP APPLE.
Timing:	



- F GRABS APPLE

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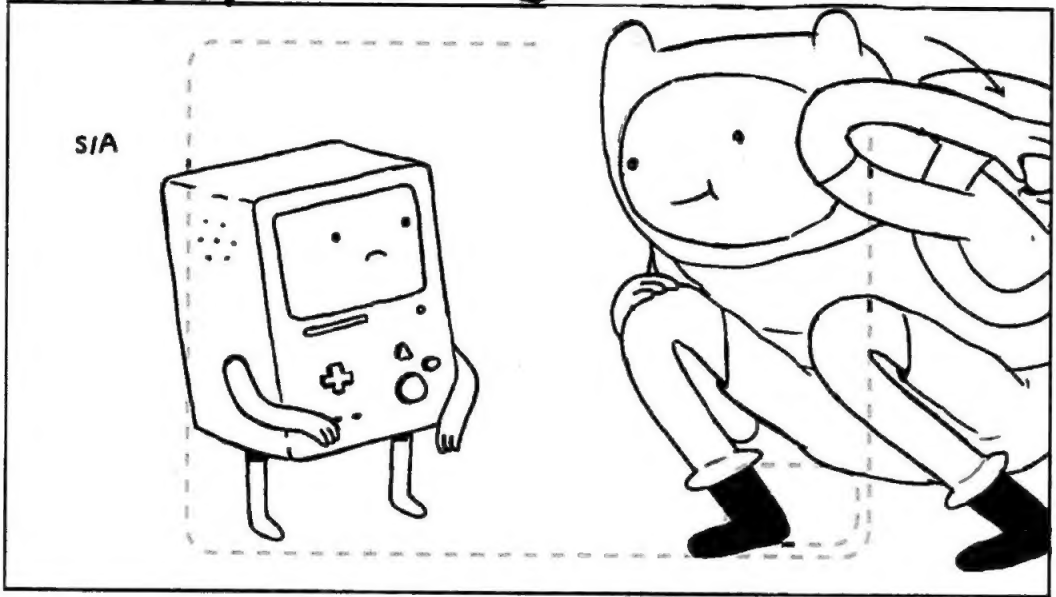


Sc. 3 CONT

Pnl. D

Bg.

day night

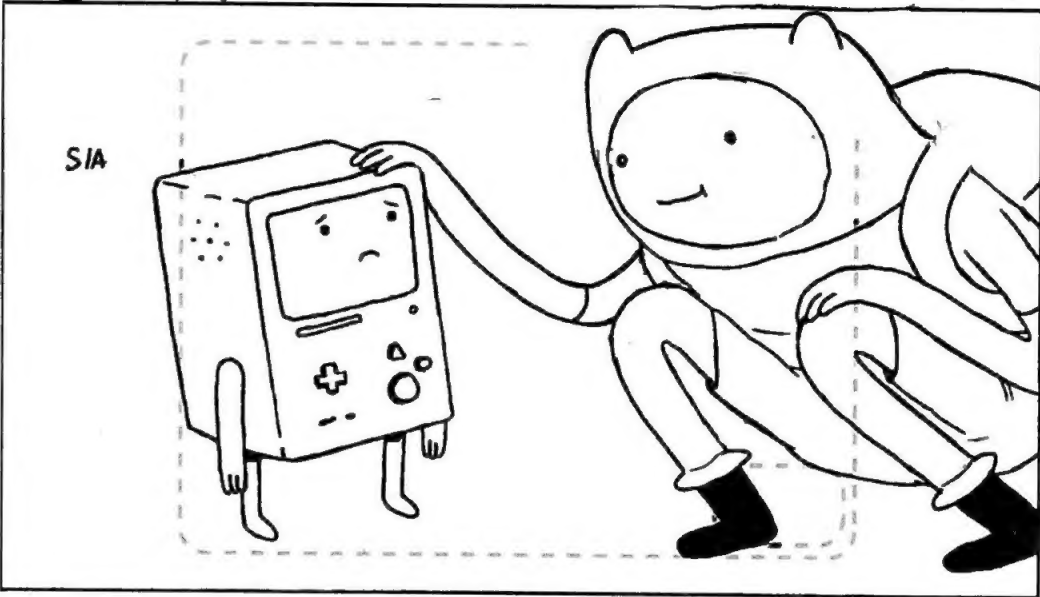



Sc. 3 CONT

Pnl. E

Bg.

day night



Dialog:	
Action: - F. TUCKS APPLE INTO BAG.	
Timing:	
	- F PATS BMO (A, B, A, B)
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Production :

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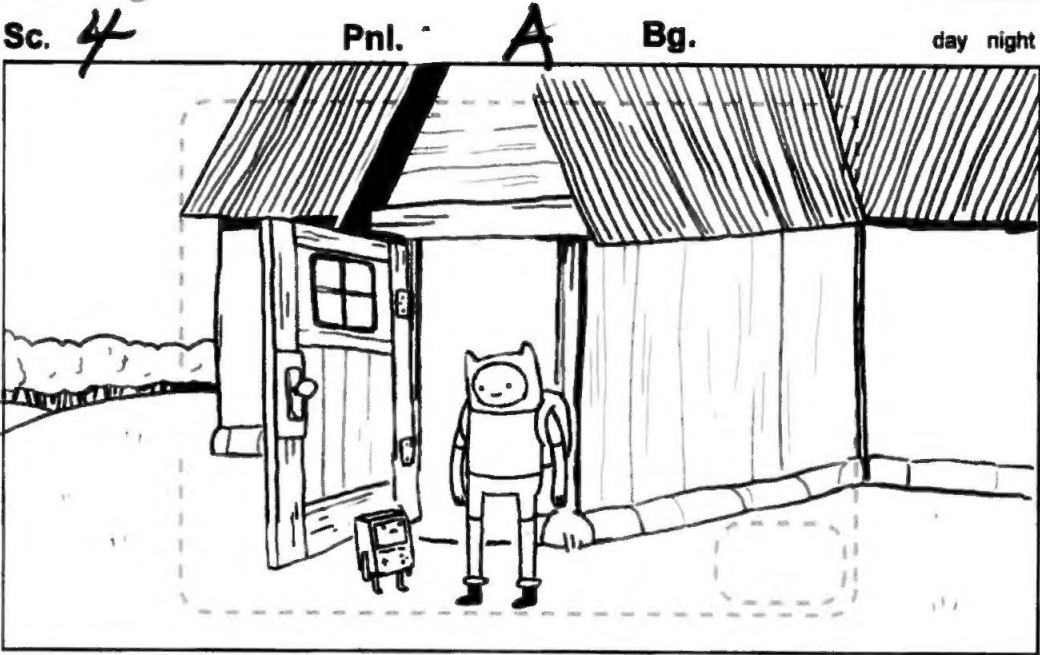
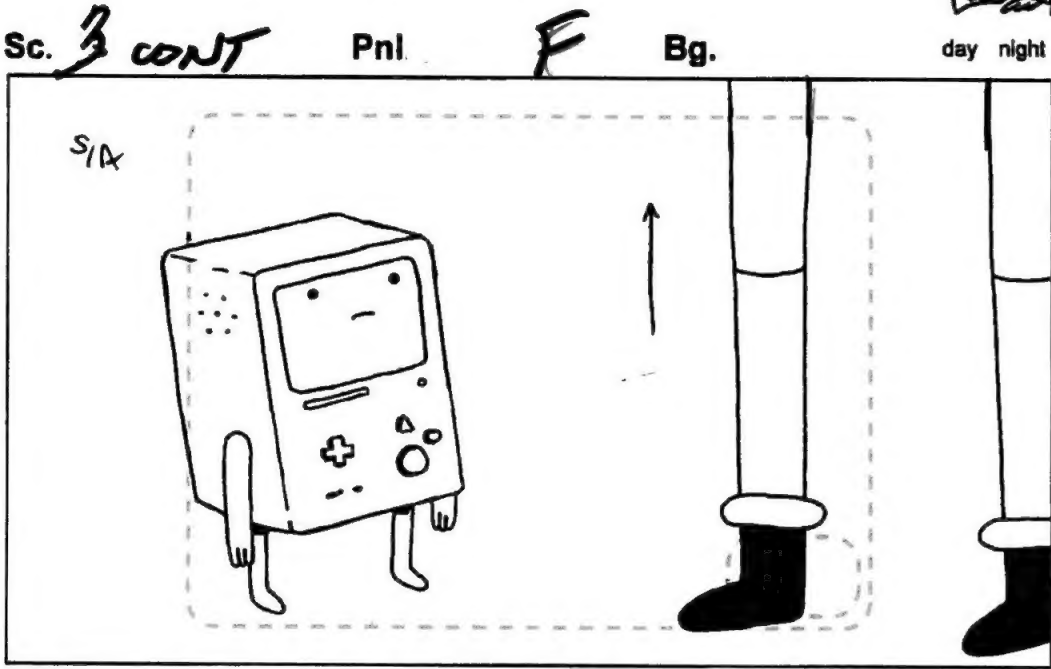
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ADVENTURE TIME



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Cust



Dialog:	
Action:	
Timing:	

F STANDS

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Production :

ADVENTURE TIME



Page 8

Sc. *4 cont*

Pnl.

B

Bg.

day night

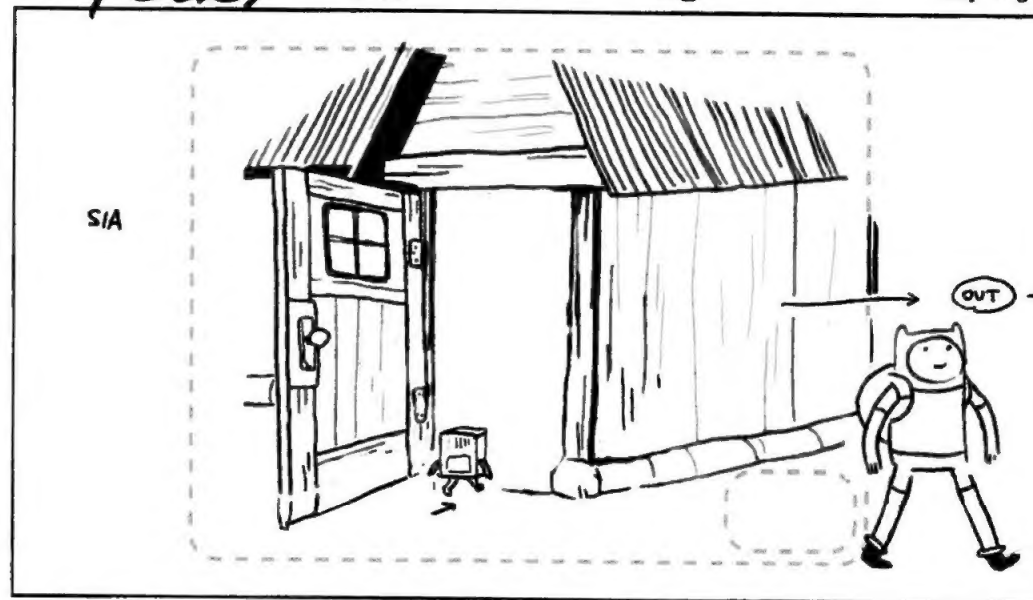
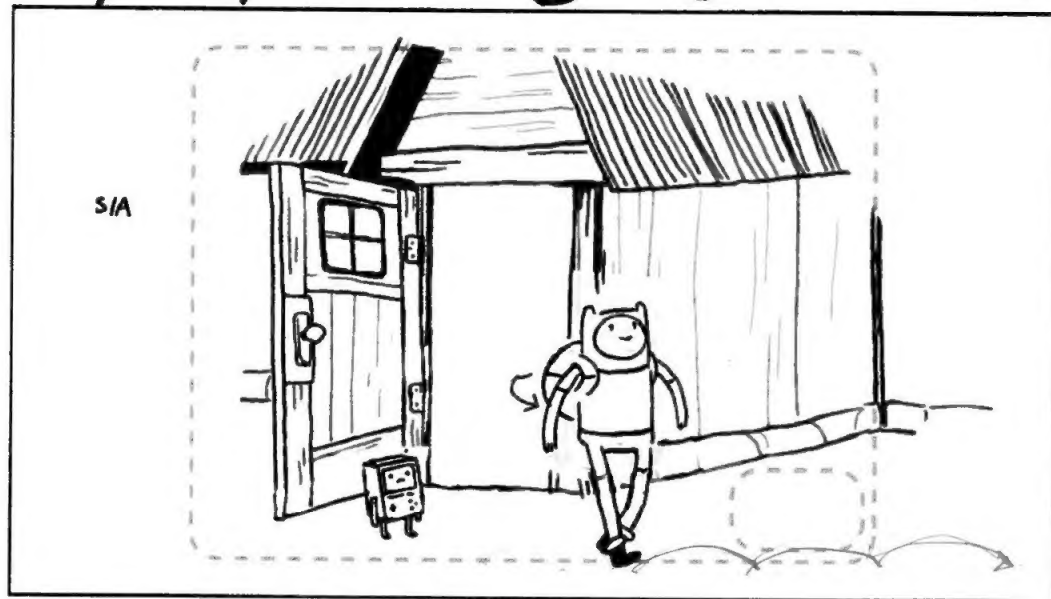
Sc. *4 cont*

Pnl

C

Bg.

day night



Dialog:

Action:

- BMO TURNS TOWARDS HOUSE.
- F EXITS

Timing:

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Production :

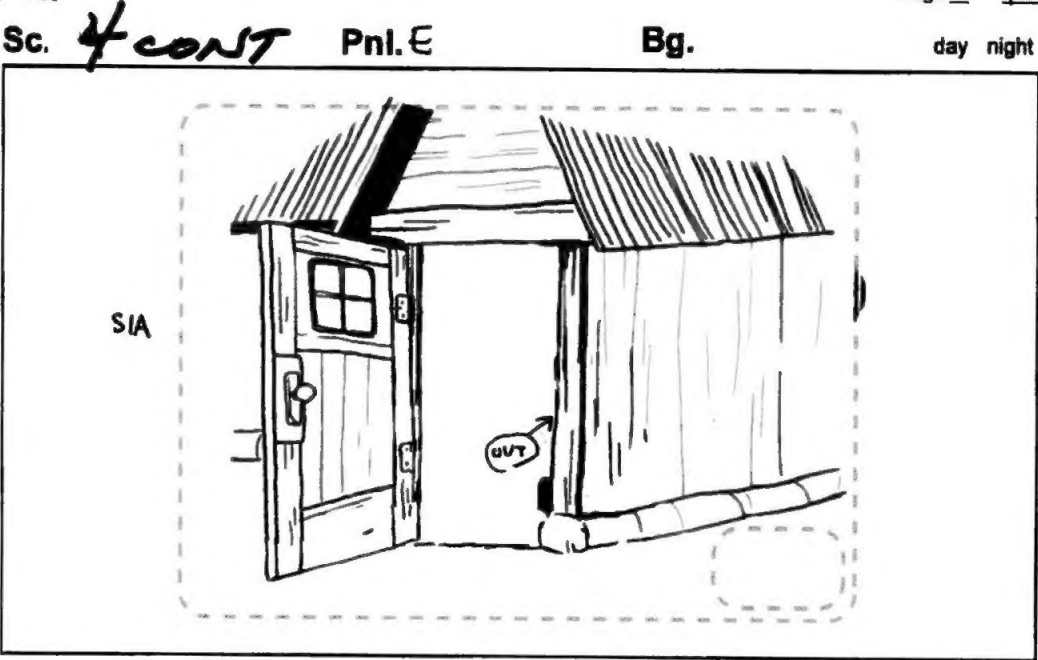
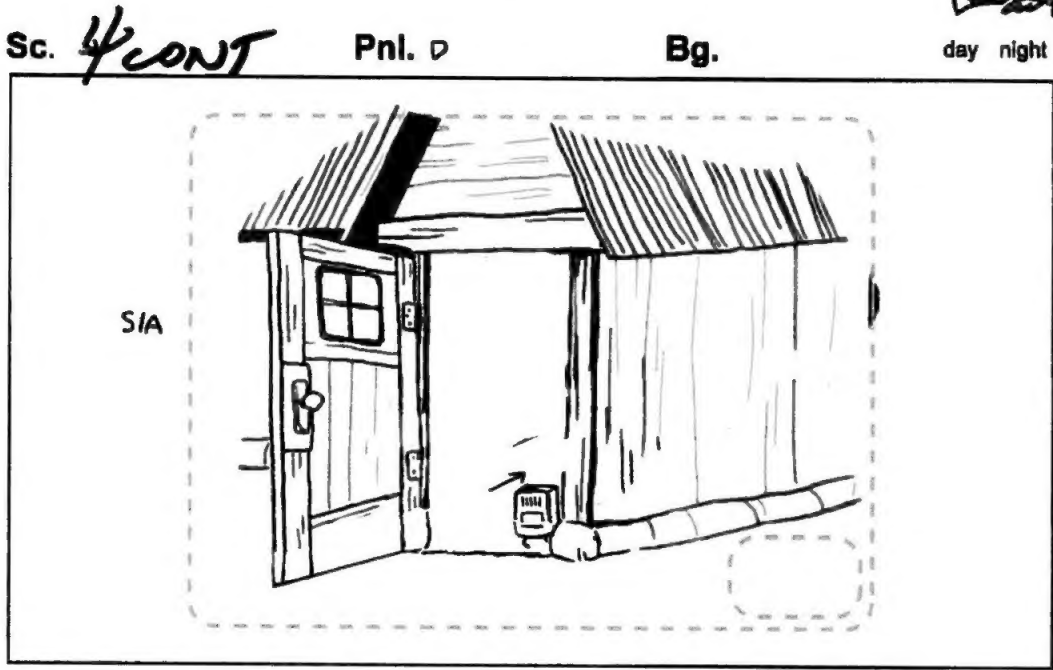
1025/177

1025/177

ADVENTURE TIME



cut



Dialog:
Action:
Timing:

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Production :

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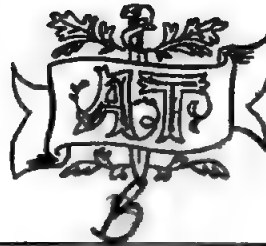
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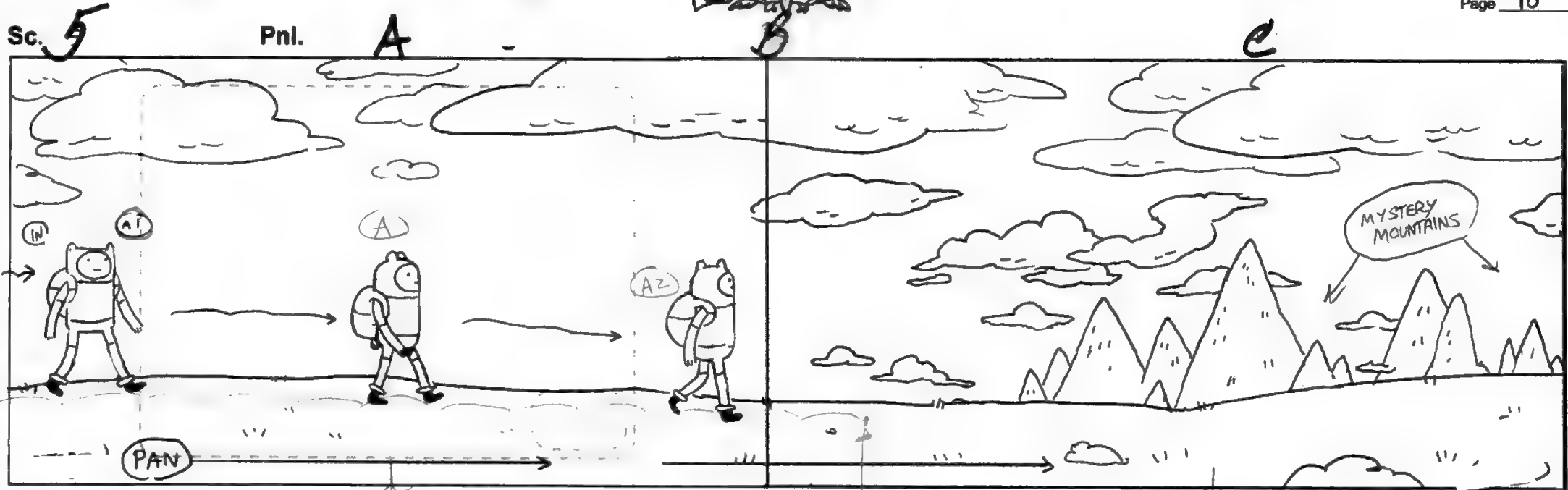
1025/177

Cut

ADVENTURE TIME



Page 10



Dialog:

Pan. On
All. Ad
Stop

End
P. in
C

Action:

- F WALKS ON/S.
- F WALKS THROUGH FRAME, CAM GAINS PAST HIM

Timing:

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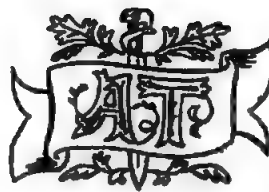
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ADVENTURE TIME



Page 11

Sc. **6**

Pnl. A

Bg.

day night

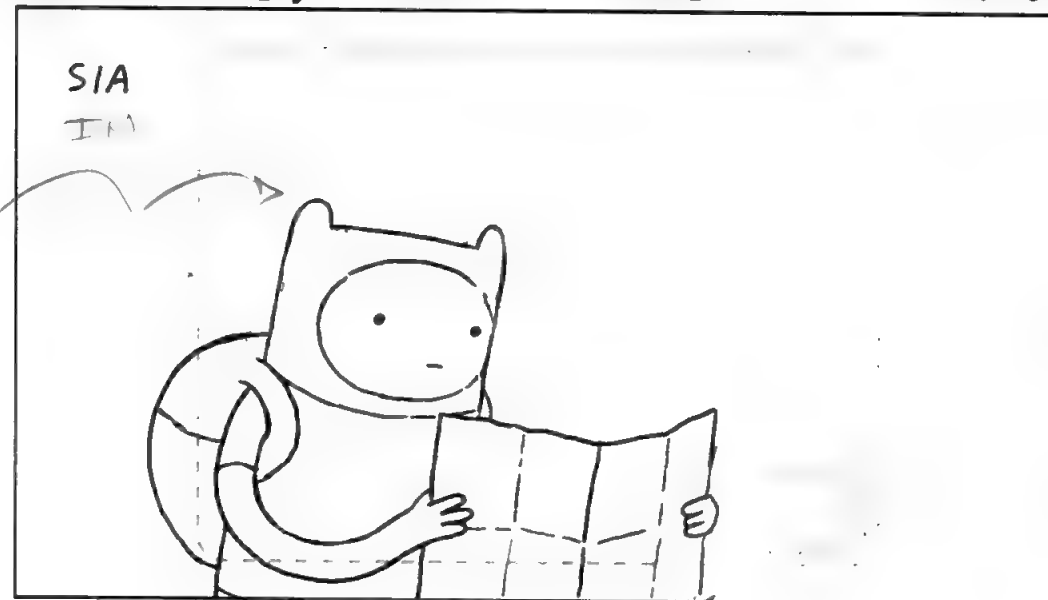


Sc. **6 CONT**

Pnl. B

Bg.

day night



Dialog:

Action:

- F WALKS ON/S LOOKING AT MAP
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Timing:

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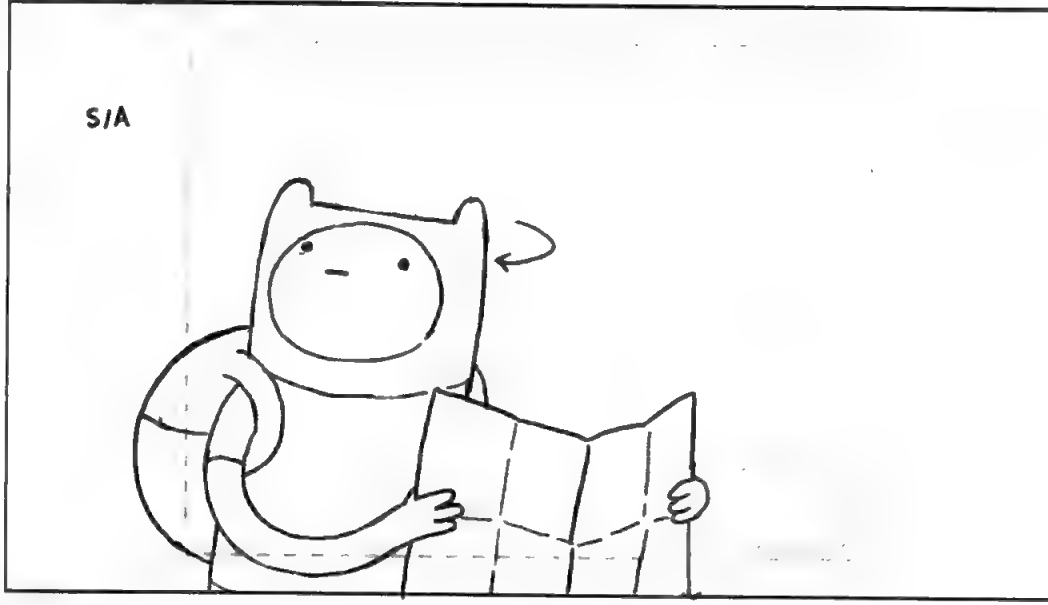
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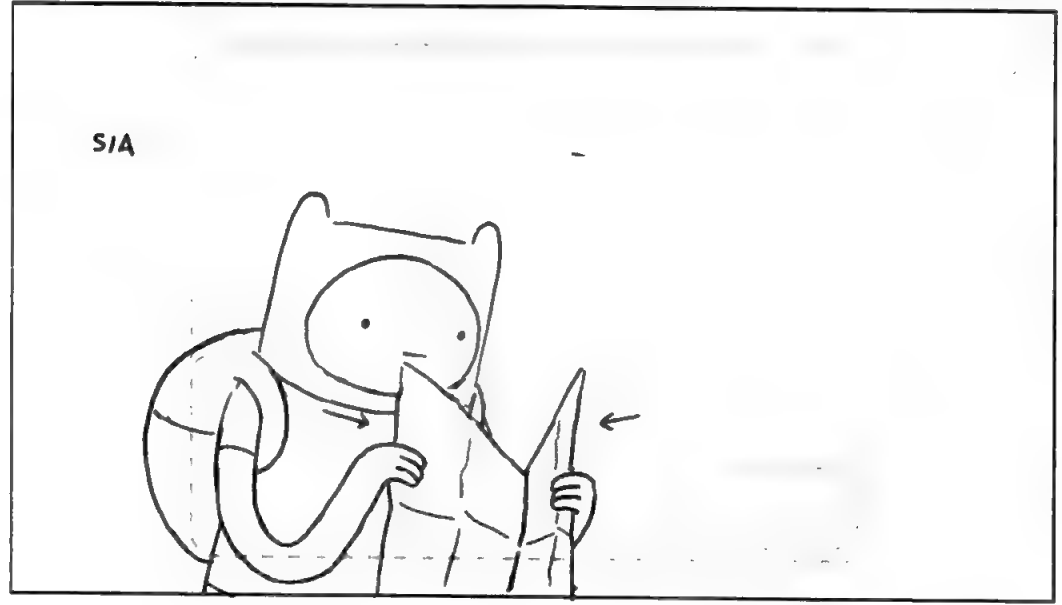
ADVENTURE TIME



Sc. 6 CONT Pnl. c Bg. day night



Sc. 6 CONT Pnl. D Bg. day night



Dialog:	
Action:	
- F STOPS AND LOOKS UP.	
Timing:	
- F. FOLDS UP MAP.	



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Production :

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ADVENTURE TIME



Page 13

Sc. 6 CONT

Pnl. E

Bg.

day night

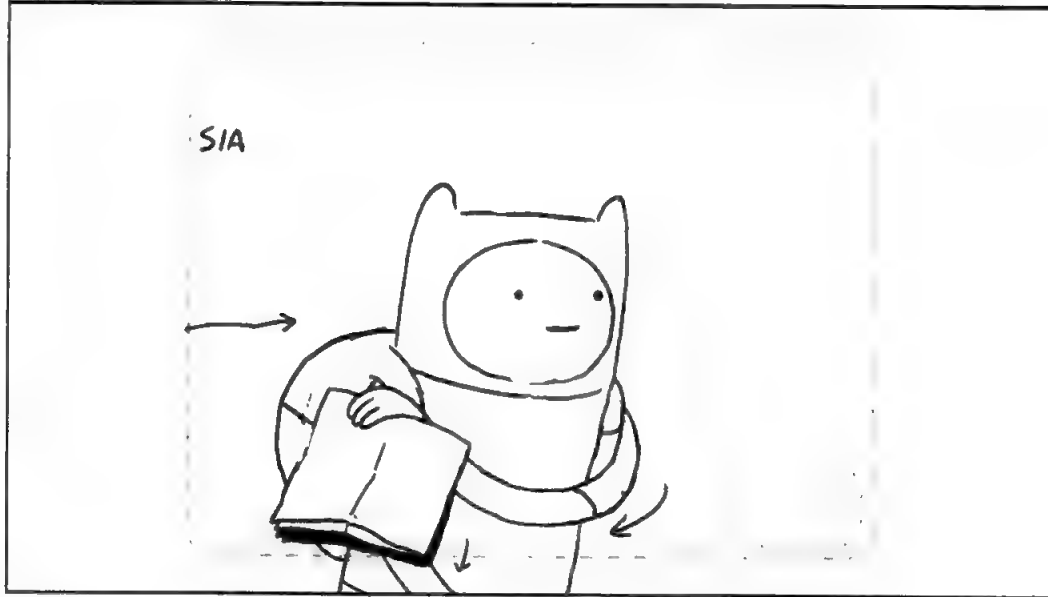
Sc. 6 CONT

Pnl. F

Bg.

day night

Cut



Dialog:

Action:

F RESUMES WALKING

- F STUFFS MAP INTO BACKPACK.
AS HE WALKS OFF/S

Timing:

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Production :

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1025/177

ADVENTURE TIME



Sc. 7

Pl. A

Bg.

day night

Page 14

~~14A NEXT~~
day night

EPISODE # 1025-177

1025/177

Dialog:

(MUSIC CONT'D)

SFX / (WIND BLOWING)

Action:

- FINN CLIMBS UP HILL &
WALKS OFF SCREEN

MAR 20 2014

Timing:

- See next pg. for additional
poses.

Production :

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Cut

Diag
Pan

A stop

A start

①

⑥

⑭

ADVENTURE TIME



Sc 7 POSES

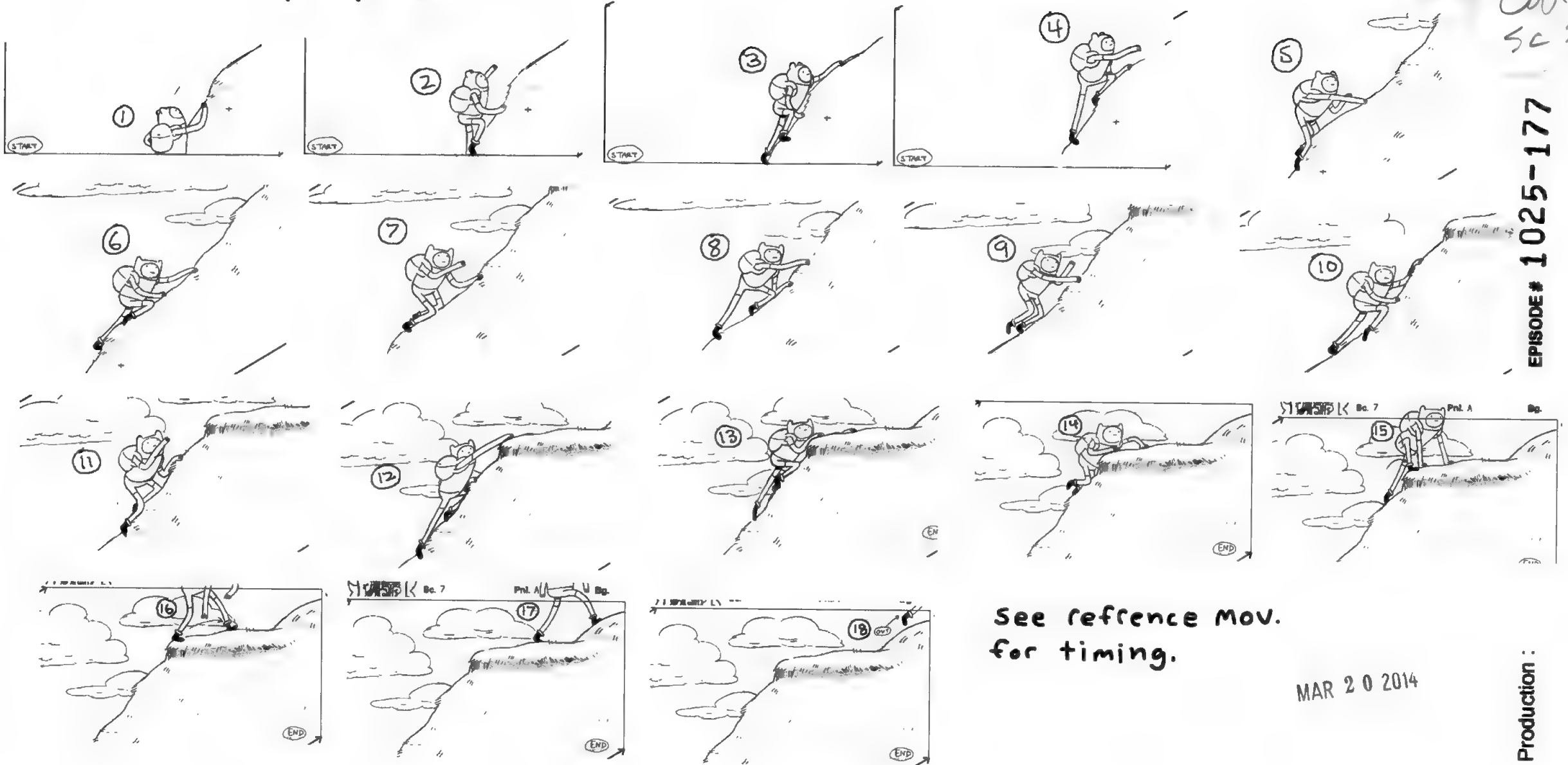
day night

age 14 A
15 NEXT
day night

Cut
Sc 7

EPISODE# 1025-177

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See reference mov.
for timing.

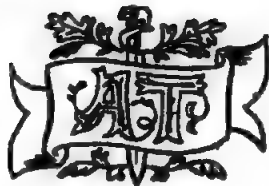
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Production :

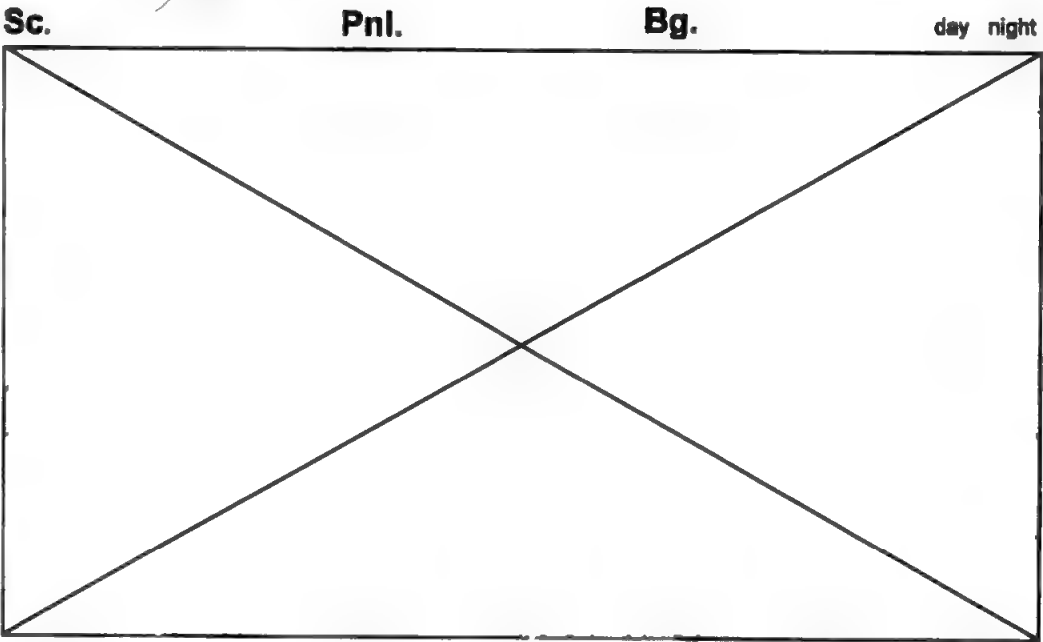
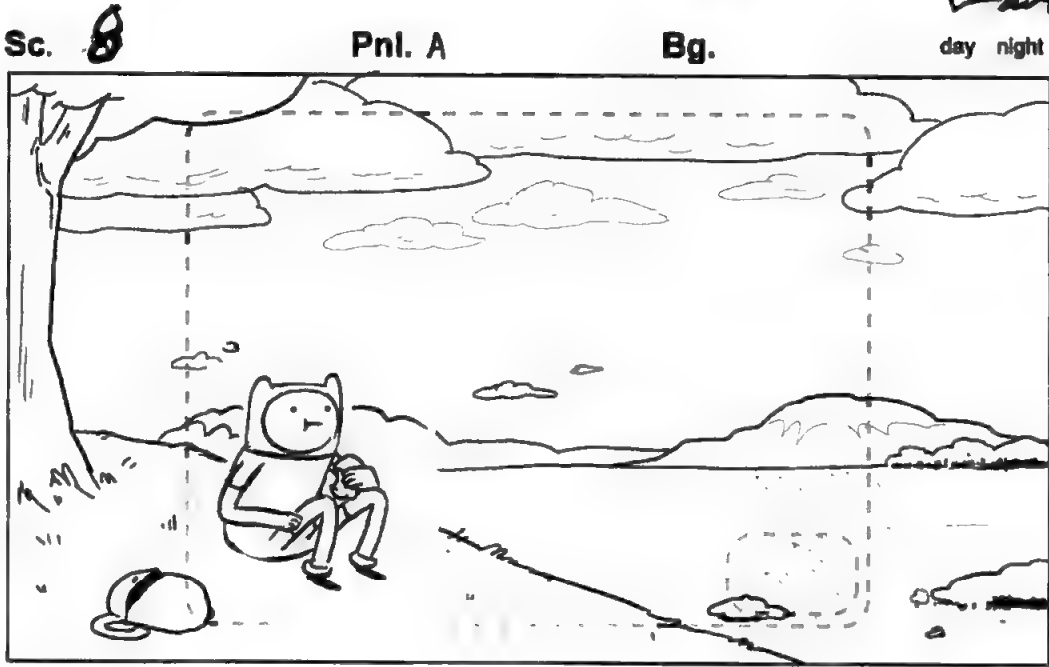
1025/177

Cut

ADVENTURE TIME



HW
Cut



Dialog:

Action:

-F. SITS ON HILLTOP EATING AN APPLE.

A1

A2



Timing:

A D A D B C D C D



A3

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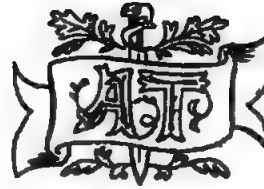
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ADVENTURE TIME



HW
Cul

Page 16

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl. A	Bg.	day	night
9				

Dialog:	
Action:	
Timing:	

F CHEWS APPLE
(A)/(A1)

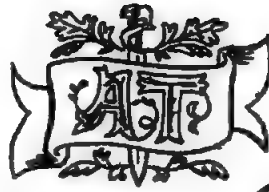
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Production :

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ADVENTURE TIME



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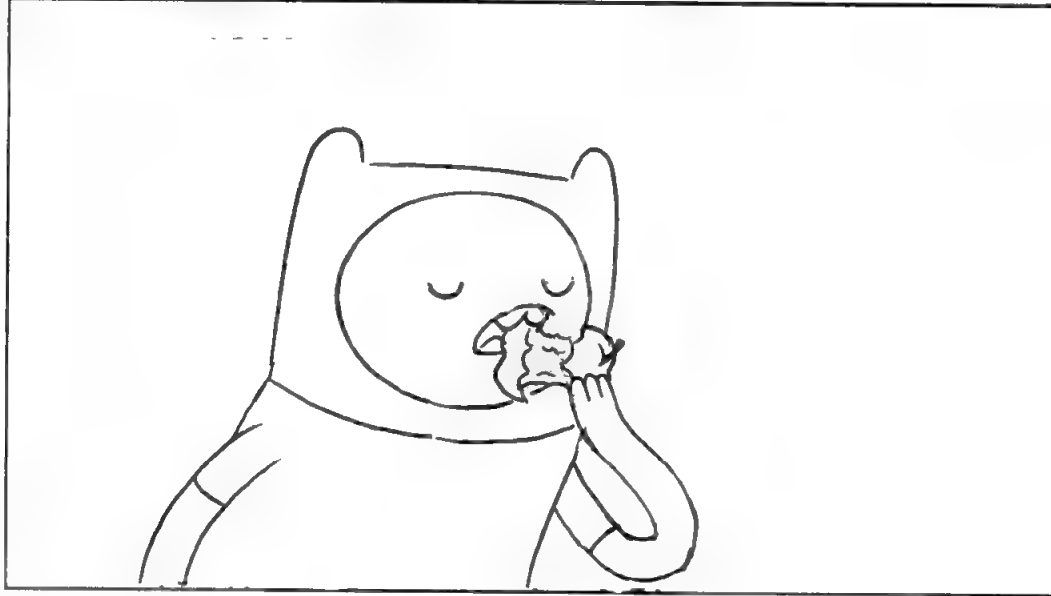
Sc.

9 CONT

Pnl. B

Bg.

day night



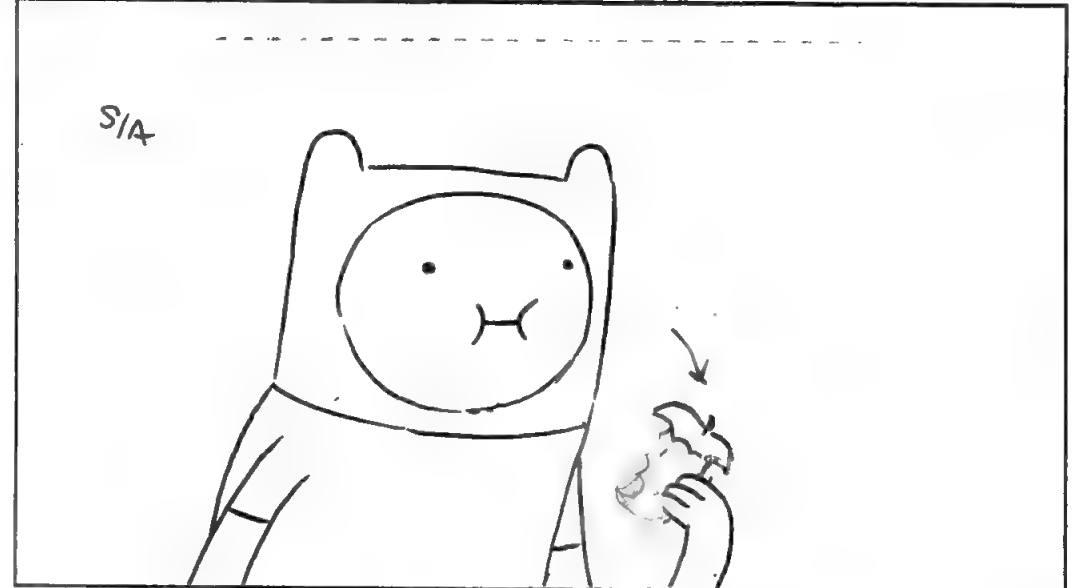
Sc.

9 CONT

Pnl. C

Bg.

day night



Dialog:

Action:

F NIBBLES APPLE

F CHEWS AGAIN (

(3)/(C1)



Timing:

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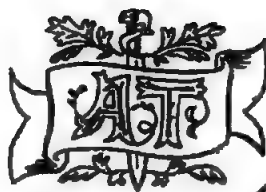
Production :

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ADVENTURE TIME



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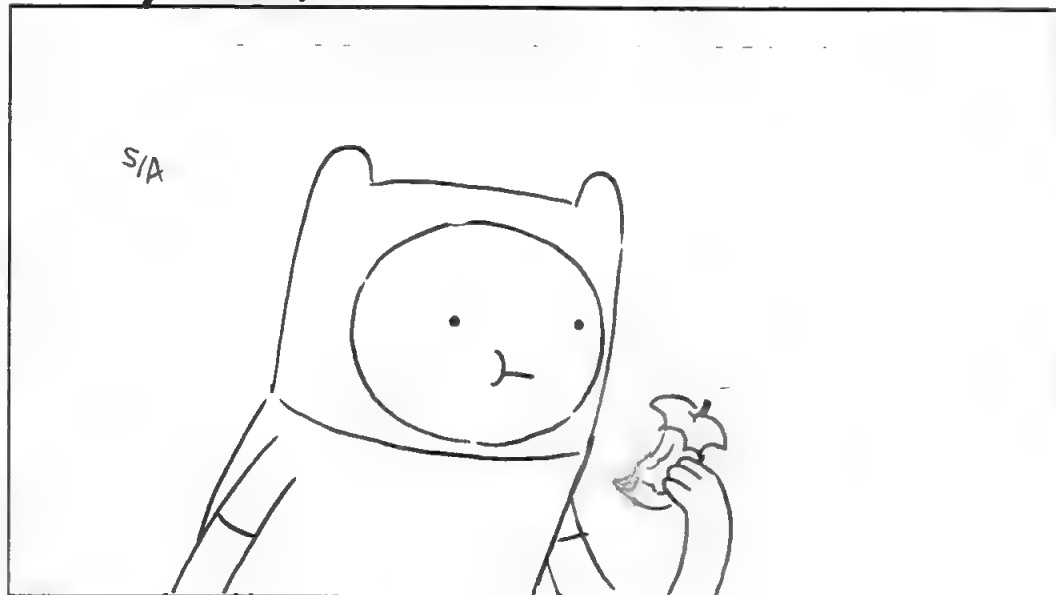
Sc.

9 CONT

Pnl. D

Bg.

day night



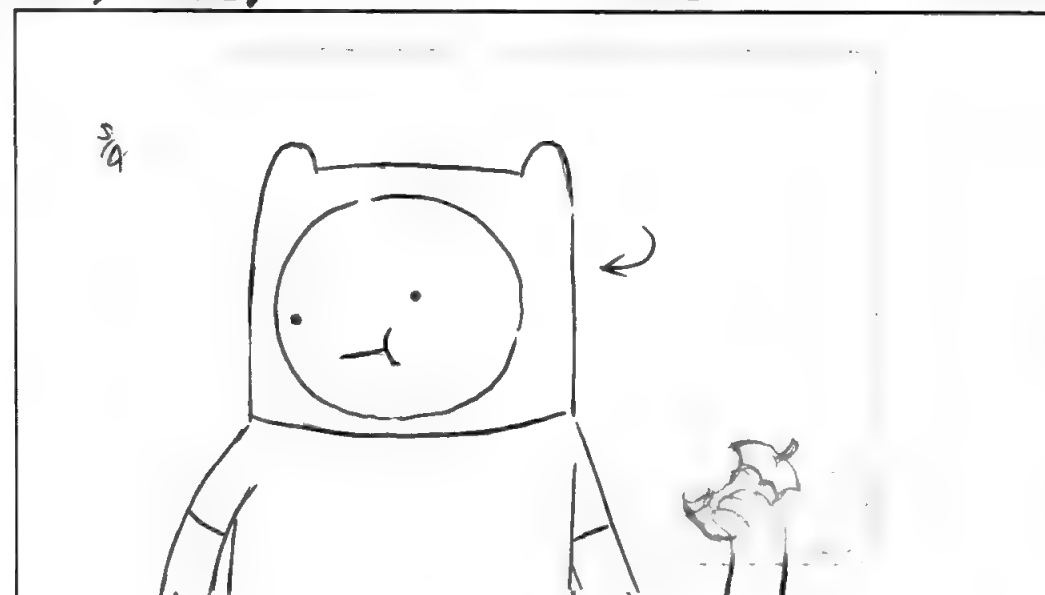
Sc.

9 CONT

Pnl. E

Bg.

day night



Dialog:

Action:

-FINN LOOKS AT SOMETHING OFF/S.

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

He cut

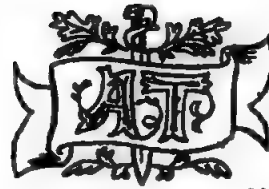
1025/177

1025/177

1025/177

HO
Cut

ADVENTURE TIME



HO
Cut

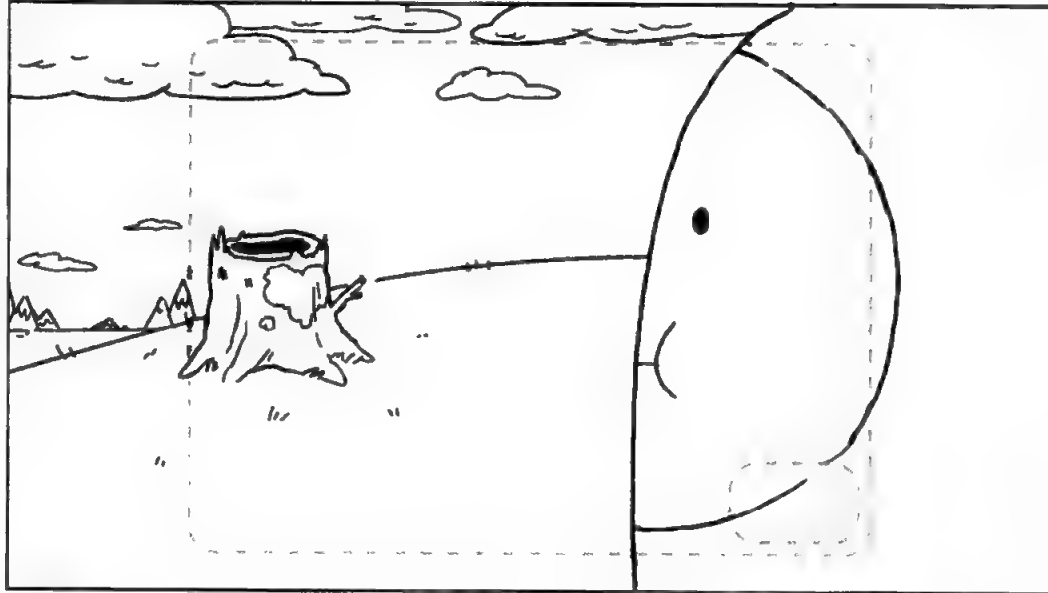
Page 19

Sc. 10

Pnl. A

Bg.

day night

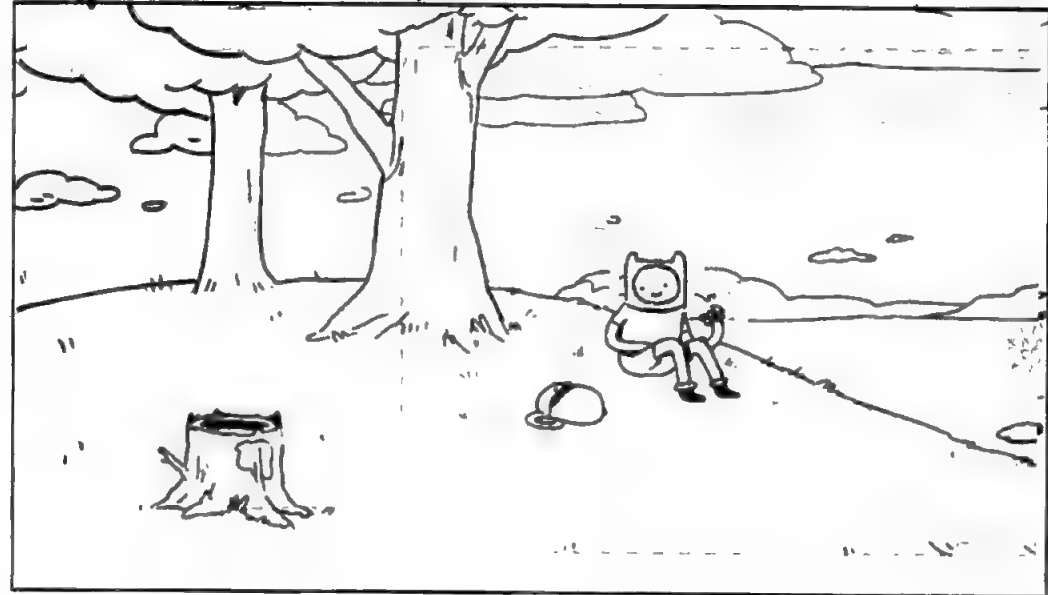


Sc. 11

Pnl. A

Bg.

day night



Dialog:

Action:

-FINN STARES AT OLD STUMP.

Timing:

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Production :

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ADVENTURE TIME

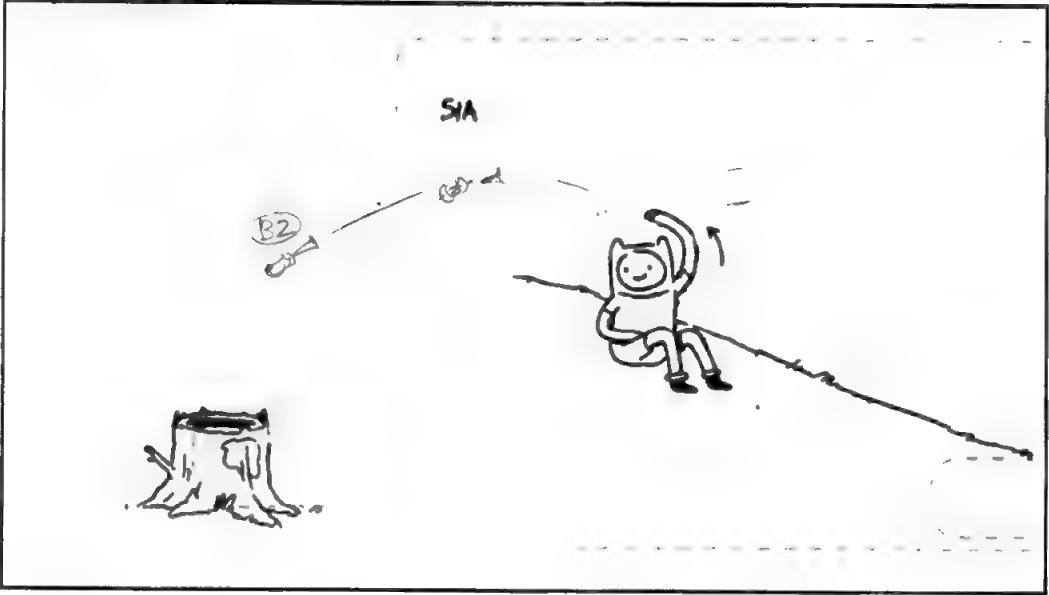


Sc. 11 CONT

Pnl. B

Bg.

day night

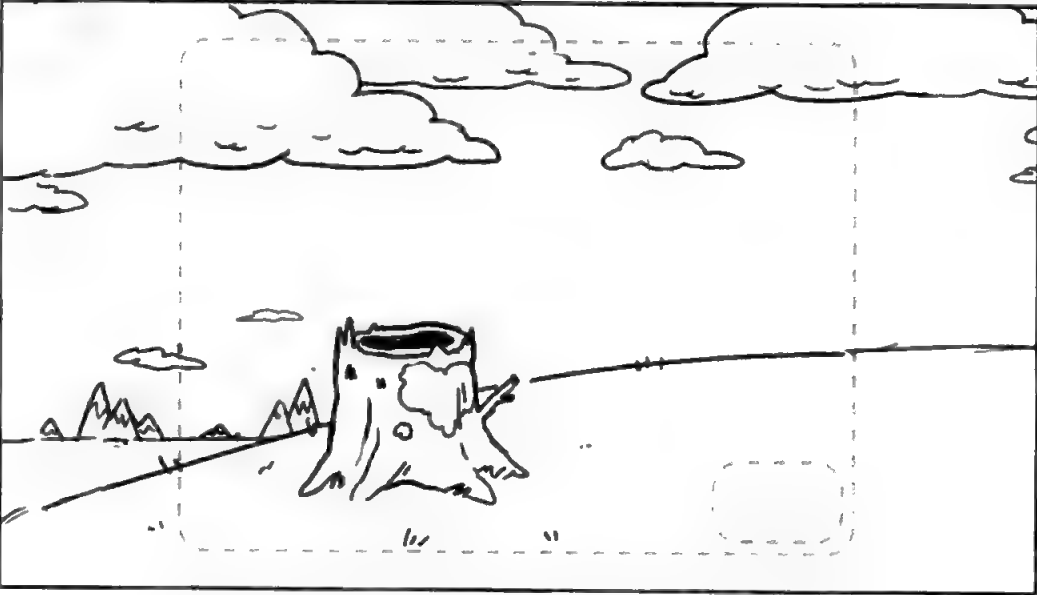


Sc. 12

Pnl. A

Bg.

day night



Dialog:



Action:

F WINDS UP & THROWS APPLE

Timing:

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Production :

ADVENTURE TIME



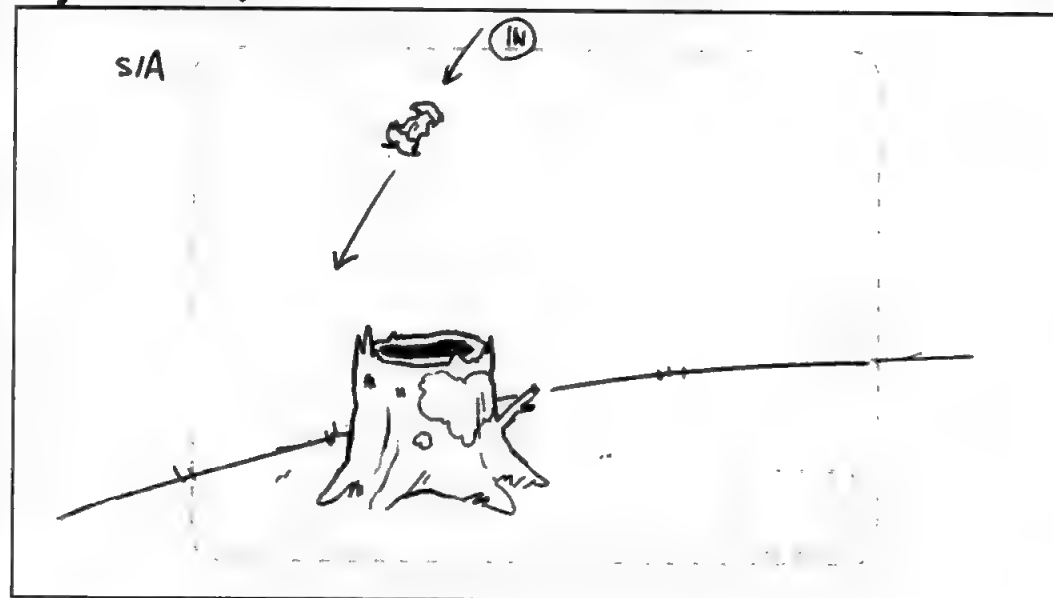
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Sc. 12 CONT

Pnl. B

Bg.

day night

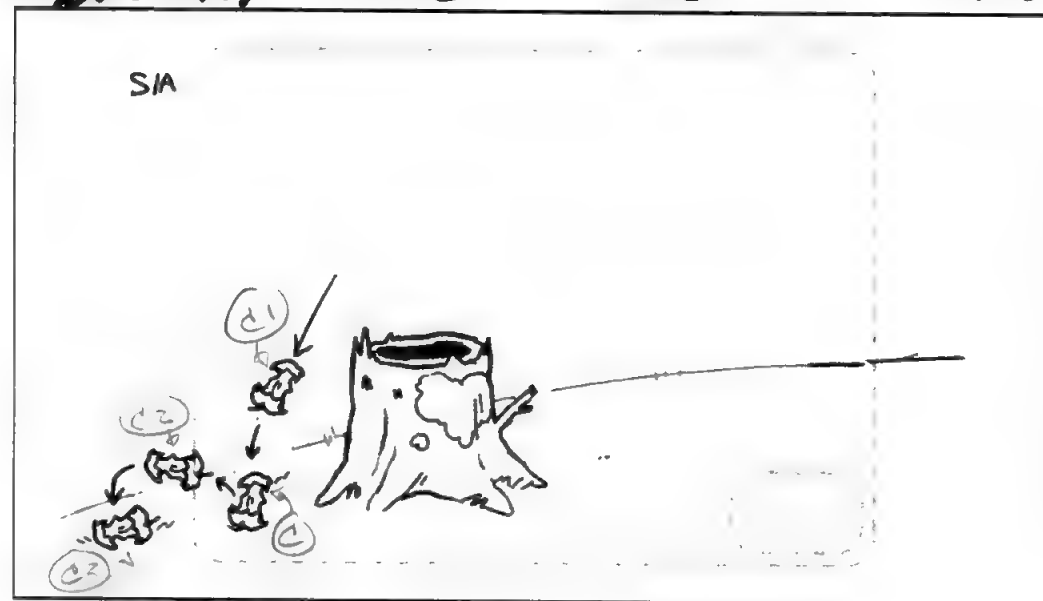


Sc. 13 CONT

Pnl. C

Bg.

day night



Dialog:

SFX: * THMP *

Action:

APPLE MISSES AND LANDS BESIDE STUMP

MAR 20 2014

Timing:

65

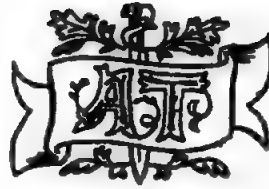
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ADVENTURE TIME



14w
Cut

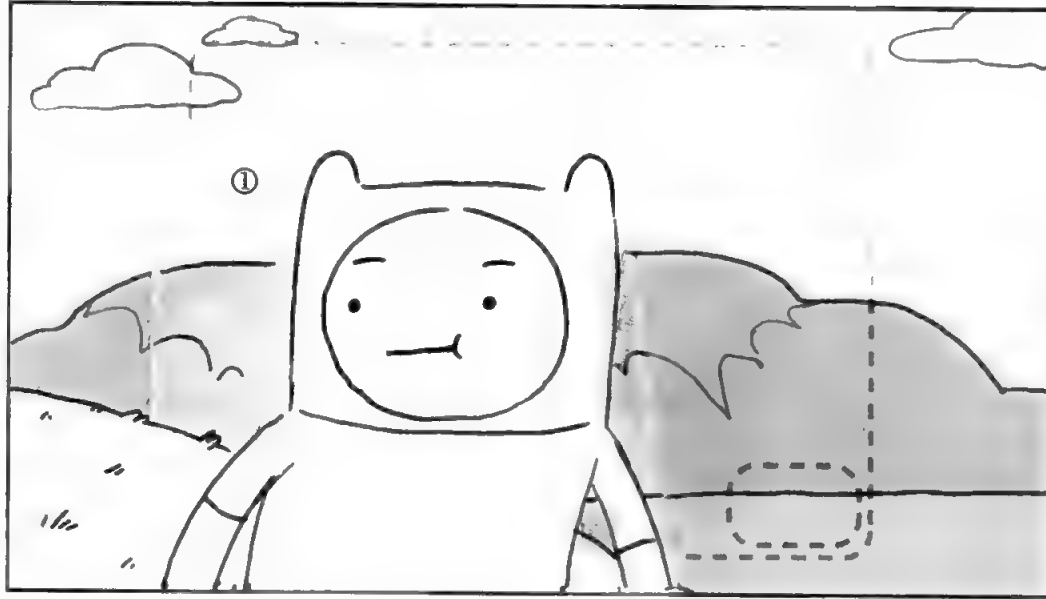
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Sc. 13

Pnl. A

Bg.

day night

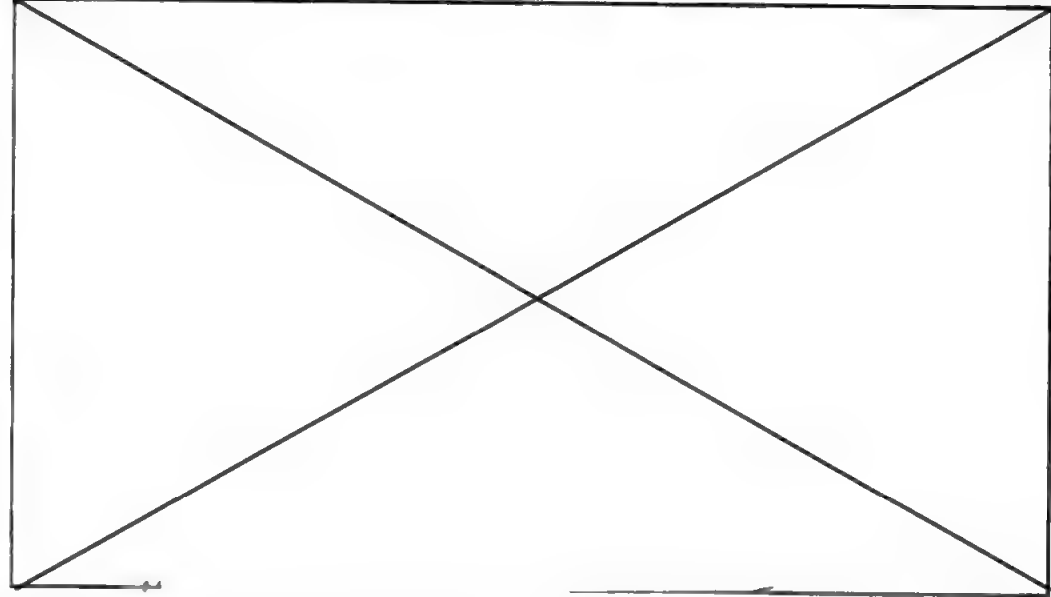


Sc.

Pnl.

Bg.

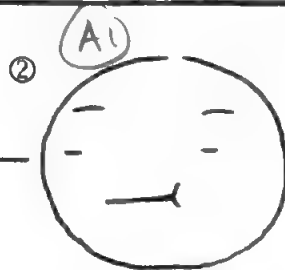
day night



Dialog:

Action:

Timing:



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Production :

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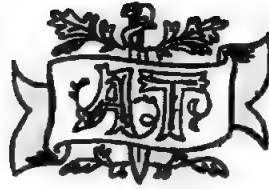
1025/177

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1025/177

Ho
Cut

ADVENTURE TIME



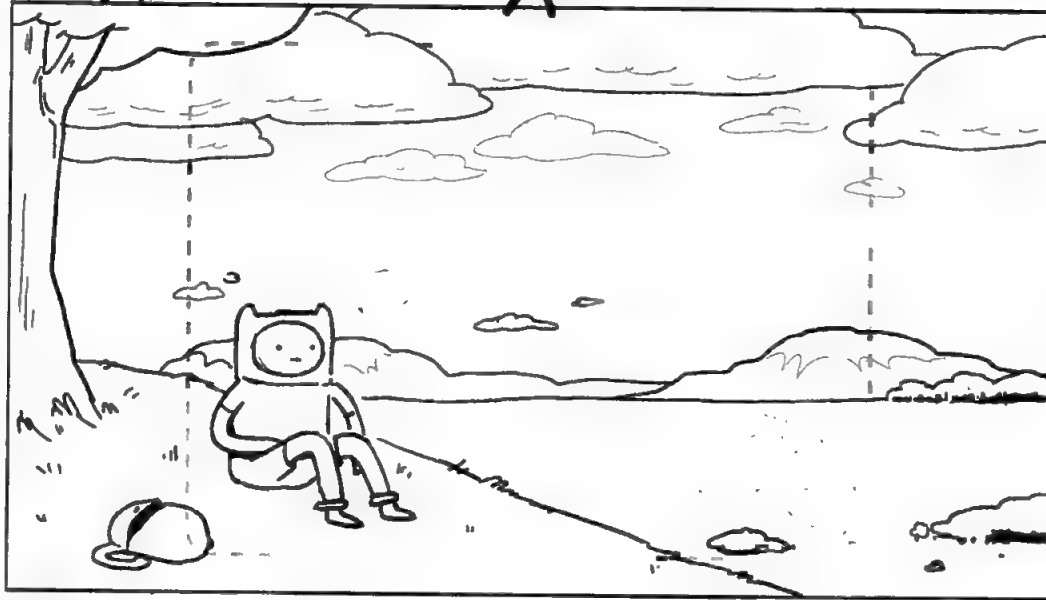
Page 23

Sc. 14

Pnl. A

Bg.

day night

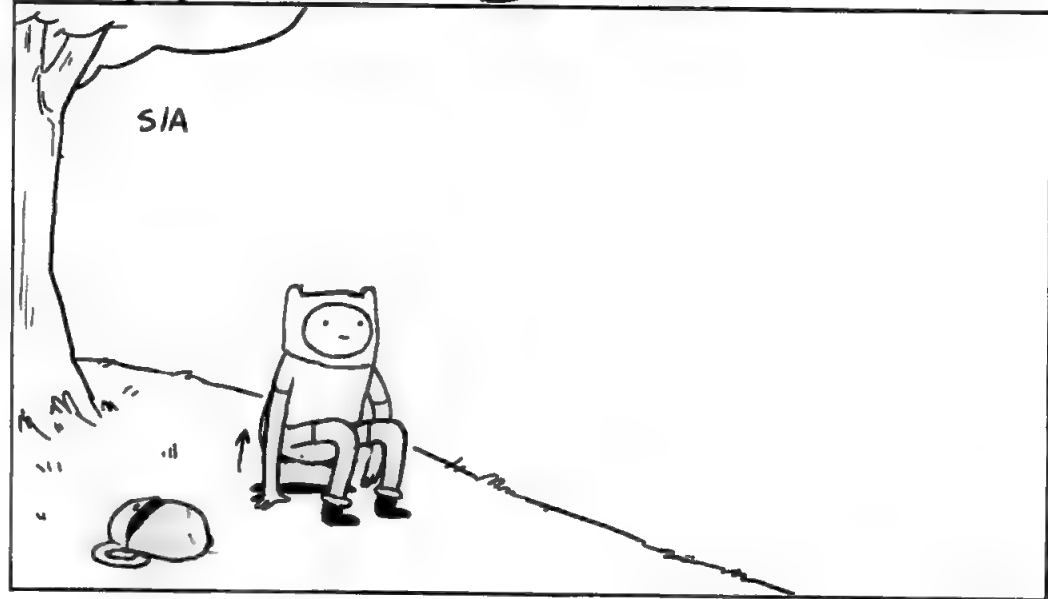


Sc. 14 cont

Pnl. B

Bg.

day night



Dialog:



Action:

- F. GETS UP.

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Timing:

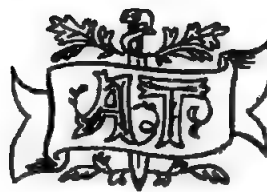
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Production :

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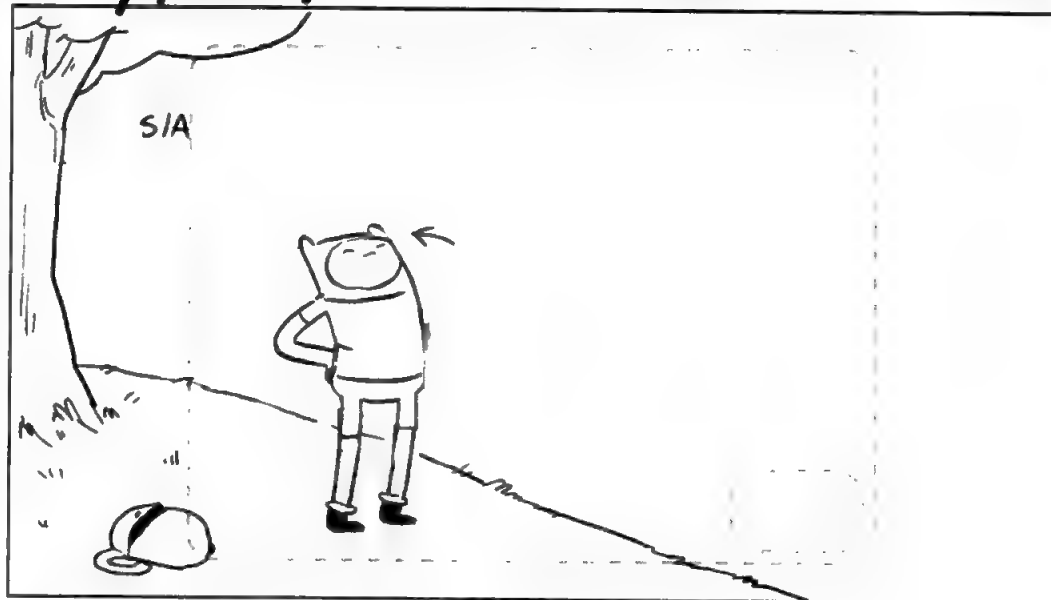
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ADVENTURE TIME

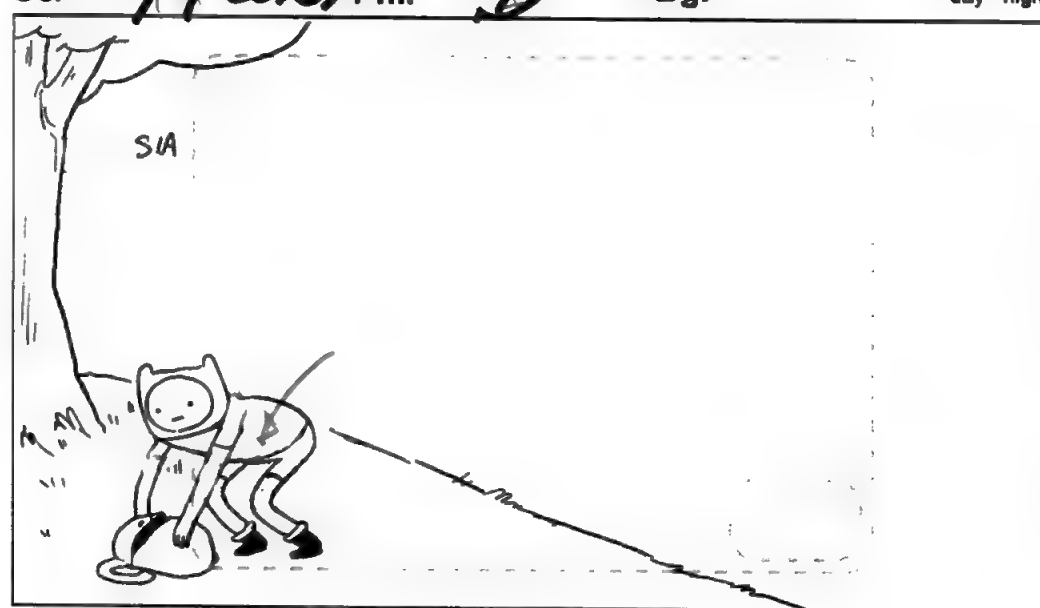


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Sc. 14 cont Pnl. C Bg. day night



Sc. 14 cont Pnl. D Bg. day night



Dialog:



Action:

F STRETCHES

Timing:



MAR 20 2014

Production :

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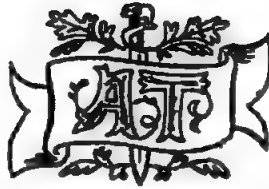
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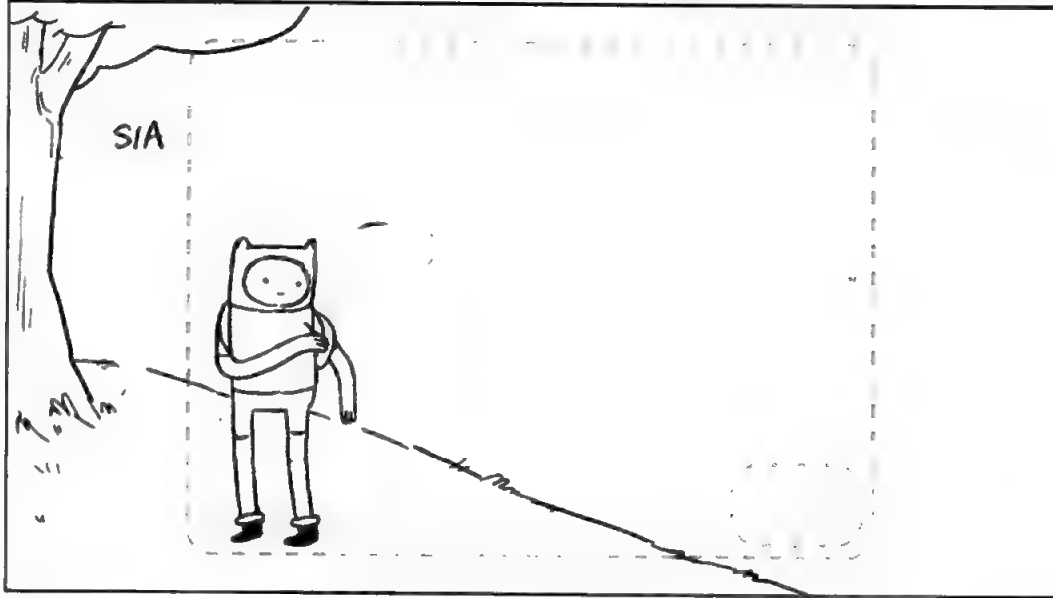
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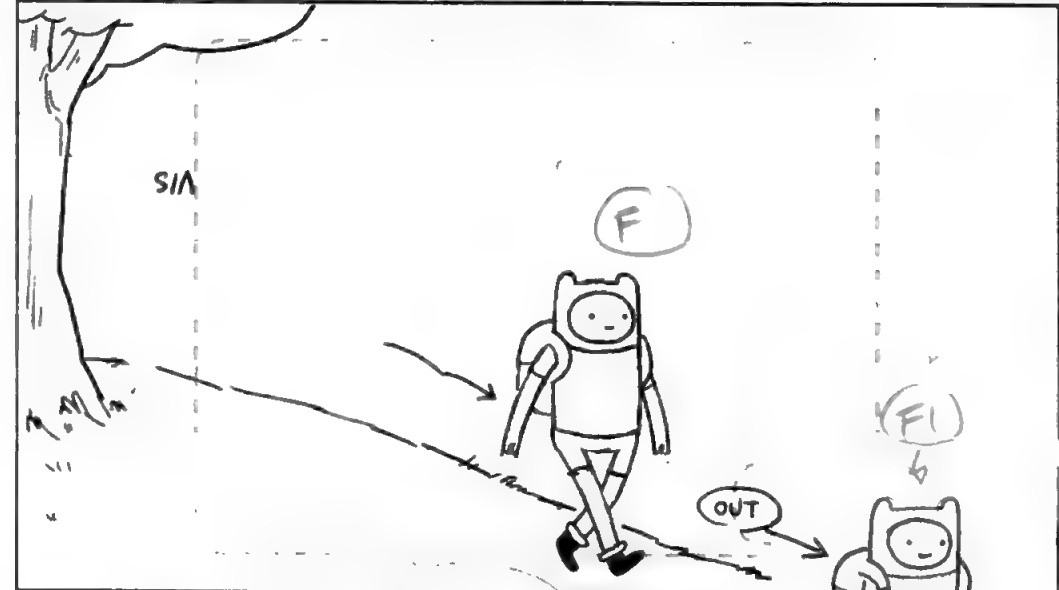
NO SC
15

Page 25
NO PGS 26-27
day night *Cut*

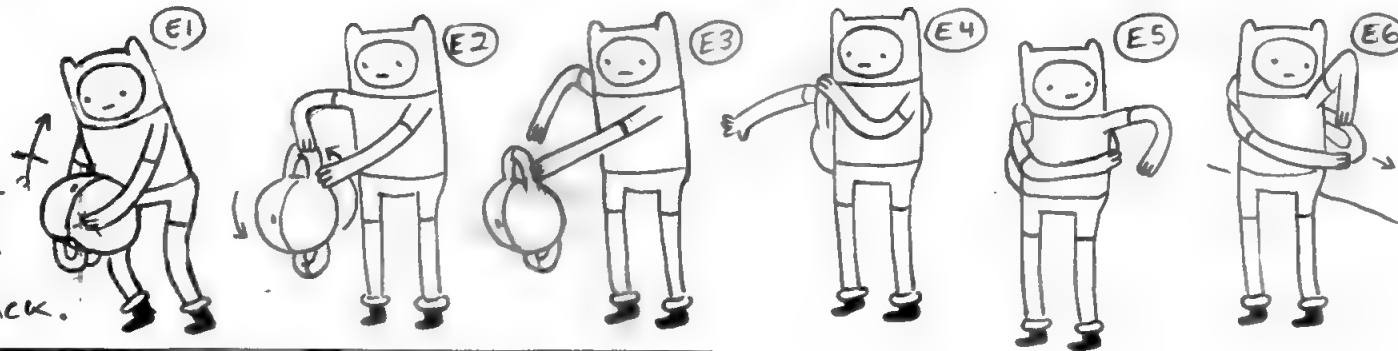
Sc. 14 CONT Pnl. E Bg. day night



Sc. 14 CONT Pnl. F Bg. day night



Dialog:



Action:
- F PUTS
ON HIS
BACK PACK.

- F WALKS OFF/S
MAR 20 2014

Timing:

EPISODE # 1025-177

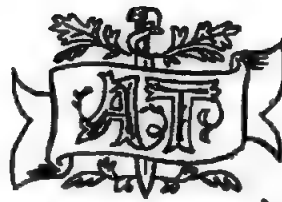
Production :

1025/177

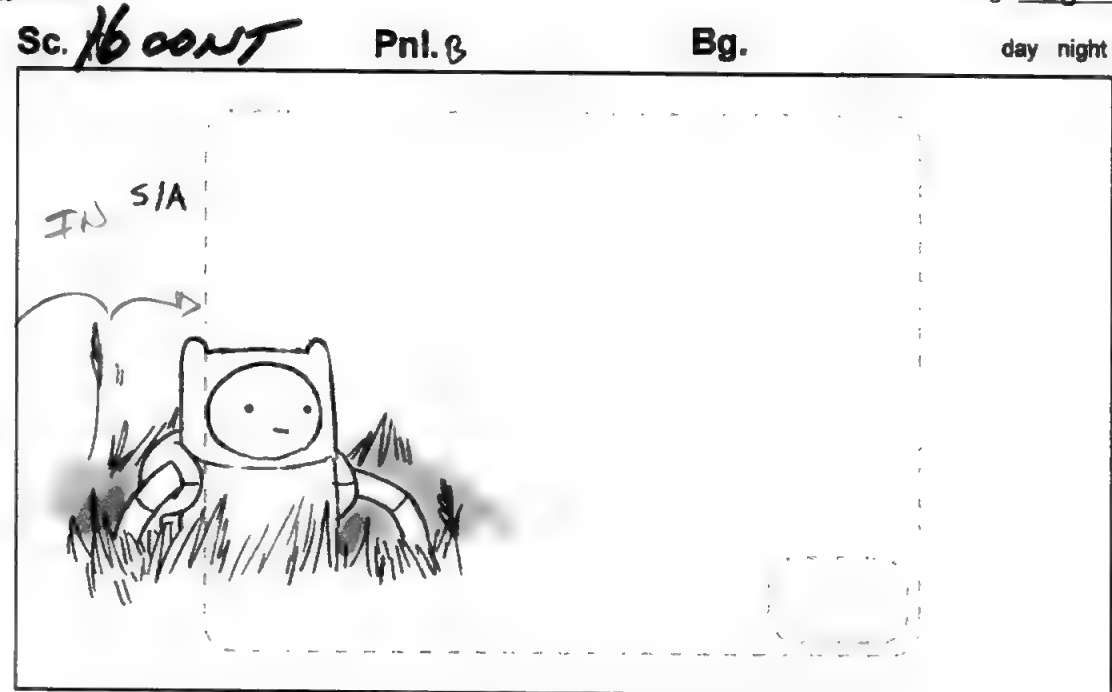
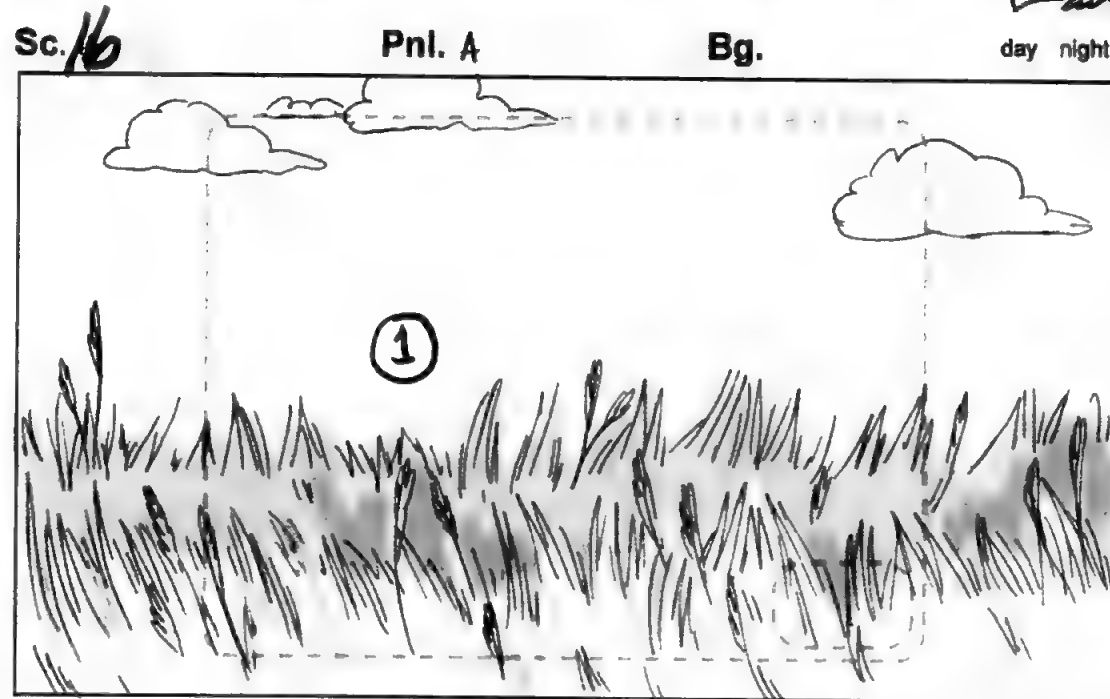
1025/177

1025/177

ADVENTURE TIME



Page 28



Dialog: (MUSIC)

(A)

SFX: FSHH

- F WALKS ON/S PUSHING THROUGH GRASS

Grass
CYCLE
(A)/(A)

MAD 20 2014

Action: -FIELD OF TALL GRASS SWAYS SLOWLY IN THE BREEZE.

1025/177

EPISODE # 1025-177
1025/177

Production :

1025/177

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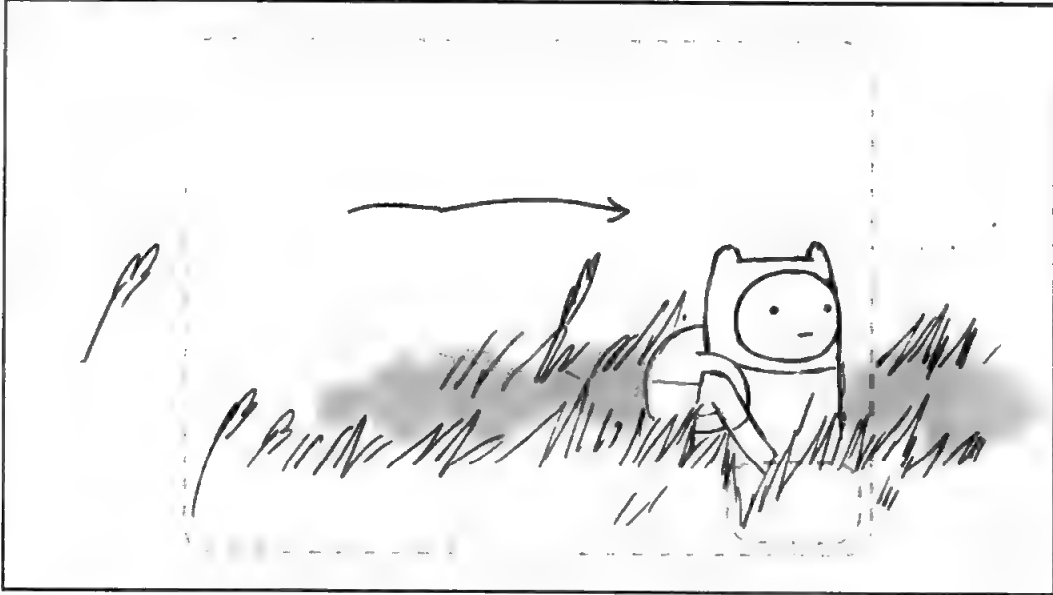
ADVENTURE TIME



Sc. 16 CONT Pnl. C

Bg.

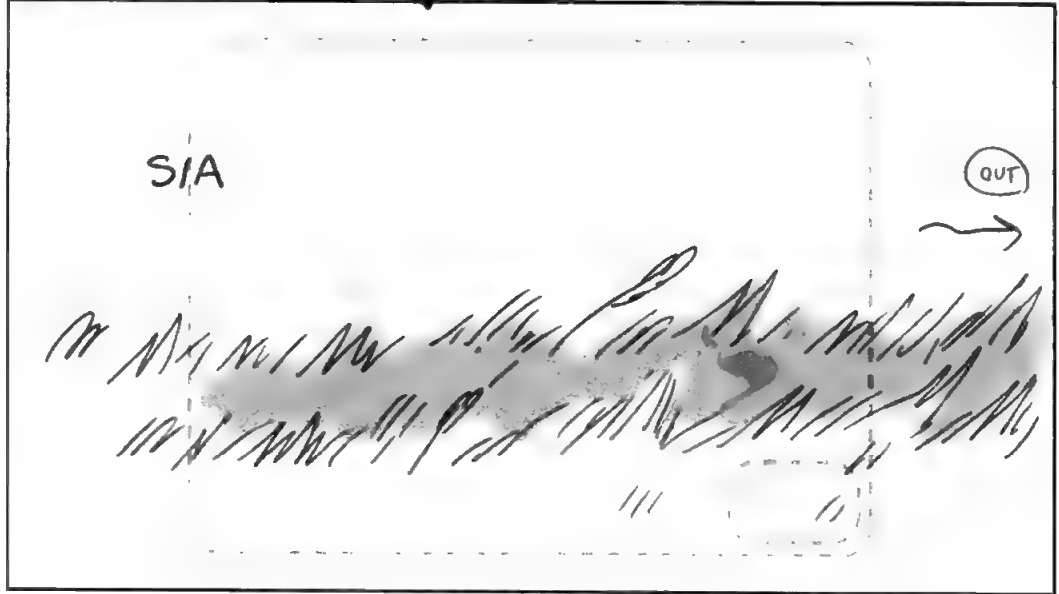
day night



Sc. 16 CONT Pnl. D

Bg.

day night



Cont

EPISODE # 1025-177

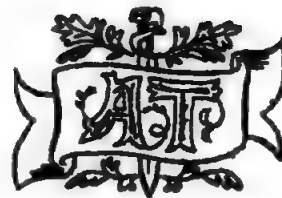
1025/177

Dialog:	<p>SFX: * SKSHH *</p>
Action:	<p>- F. WALKS OFF/S</p> <p>MAR 20 2014</p>
Timing:	

Production :

1025/177

ADVENTURE TIME



Page 26

Sc. 17

Pnl. A

Bg.

day night

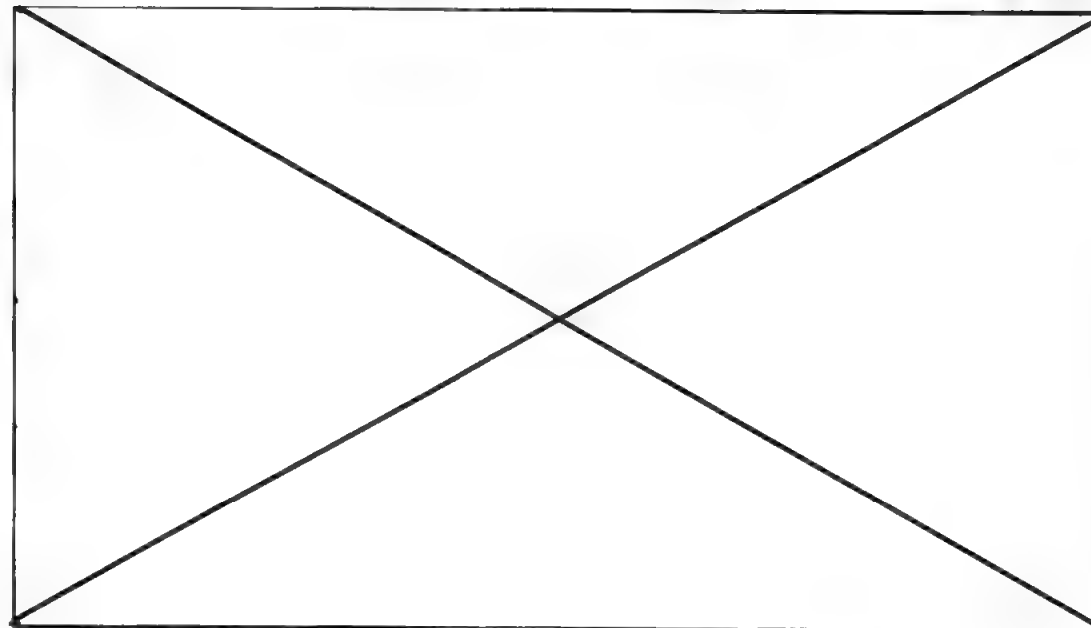


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

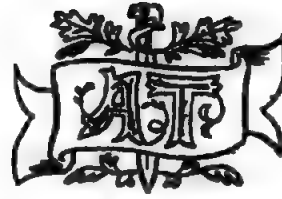
1025/177

1025/177

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Cut

ADVENTURE TIME



Page 31
3/1A NEXT

Sc. 17 *CONT*

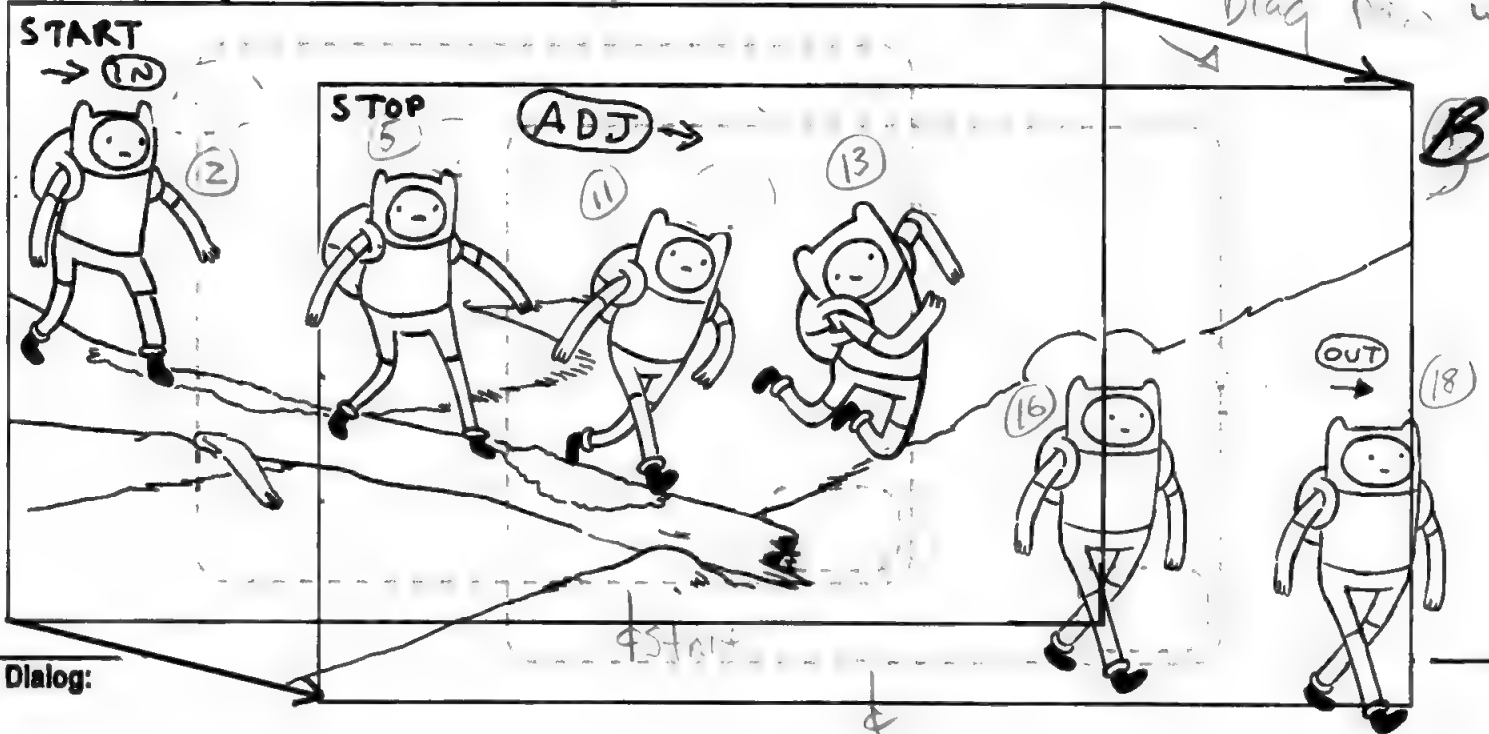
Pnl.

S/A A

Bg.

day night

Diag Pnl. w/ Action



Dialog:

Action:

- F. CROSSES BRIDGE CAREFULLY.
- JUMPS OFF THE END.
- WALKS OFF SCREEN.

Timing:

(SEE NEXT PG FOR ADDITIONAL POSES)

MAR 20 2014

EPISODE # 1025-177

Production :

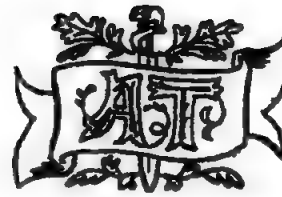
1025/177

1025/177

ADVENTURE TIME

Poses for scene 17

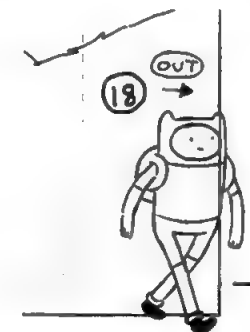
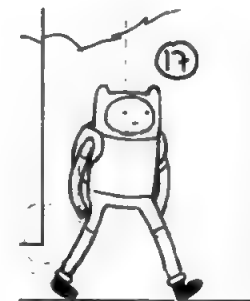
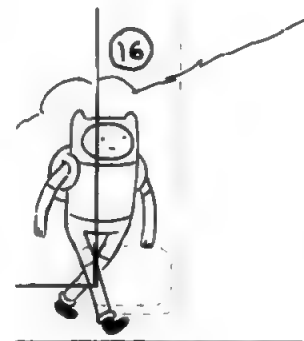
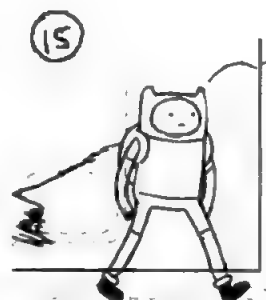
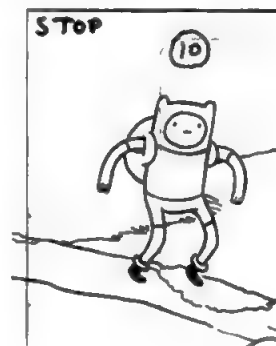
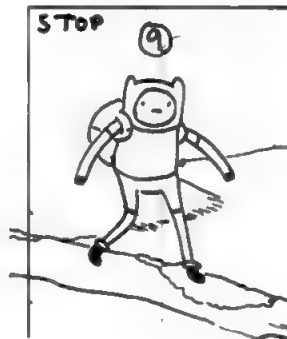
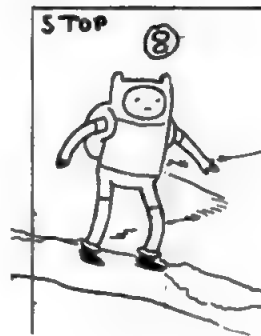
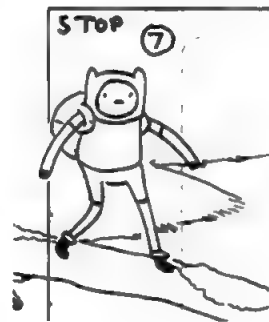
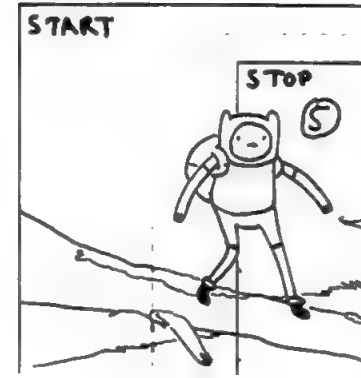
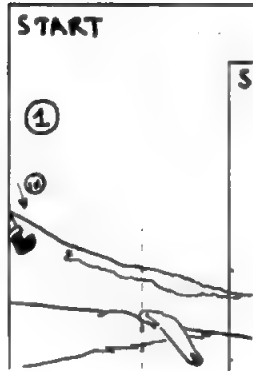
See mov for timing.



Page 31 A

32 NEXT

Cut



MAR 20 2014

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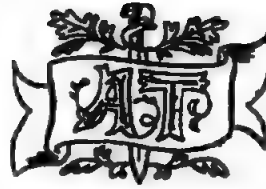
Production :

1025/177

1025/177

Cut

ADVENTURE TIME



Cut

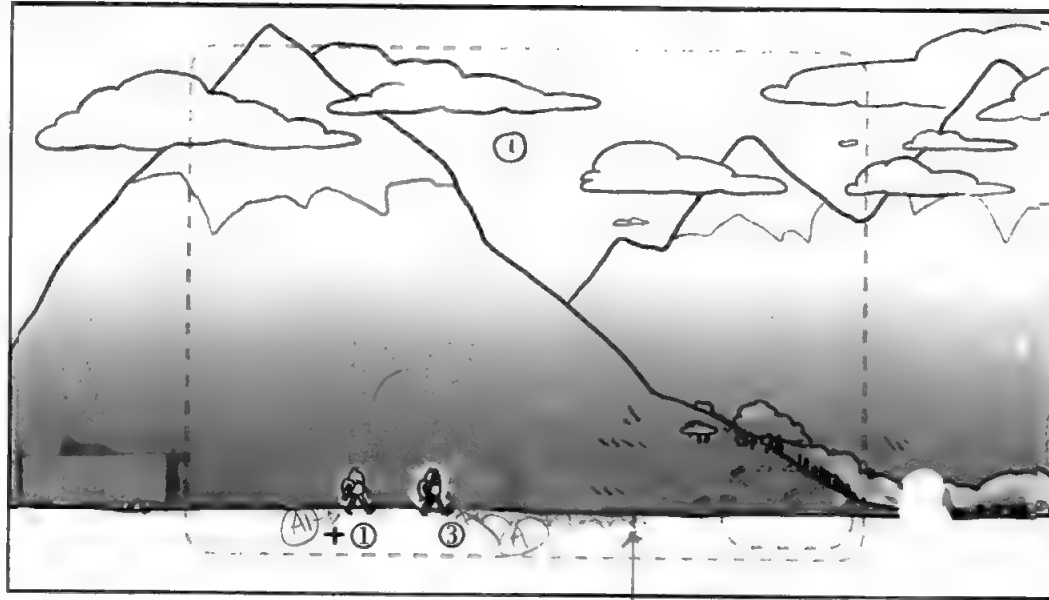
Page 32

Sc. 18

Pnl. A

Bg.

day night

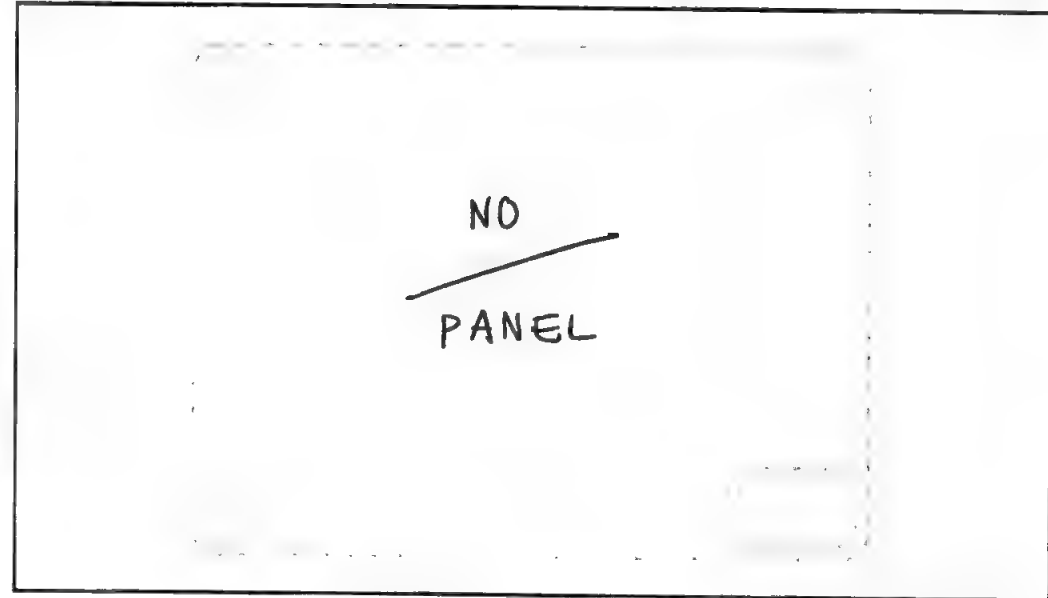


Sc.

Pnl.

Bg.

day night



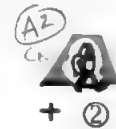
Dialog:

End p...

Action:

- F. WALKS ACROSS PLAIN

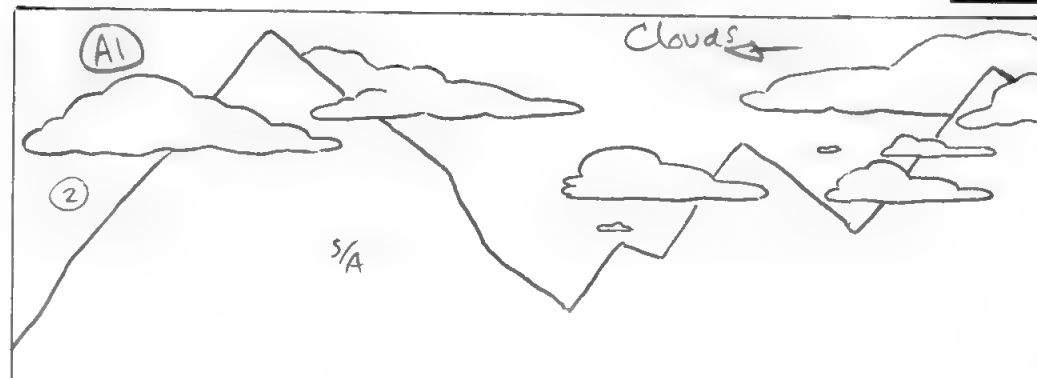
- clouds drift slightly



Timing:

DETAIL:

A



MAR 26 2017

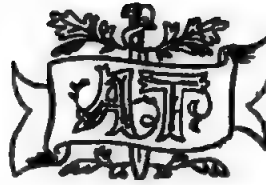
EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



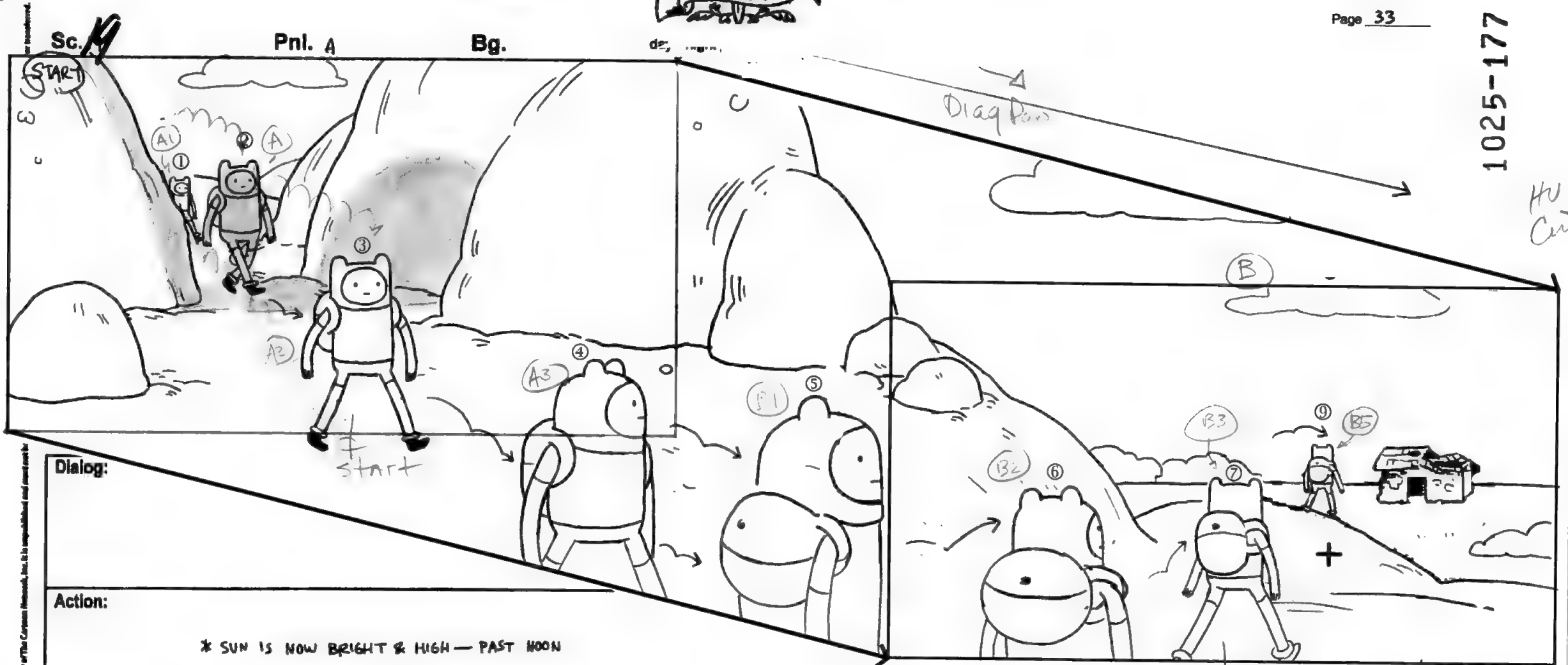
Page 33

1025-177

HV
Curt

1025/177

1025/177



Dialog:

Action:

* SUN IS NOW BRIGHT & HIGH — PAST NOON

Timing:



Refer to
animatic
for position

+



+

MAR 20 2014

Production:

1025/177

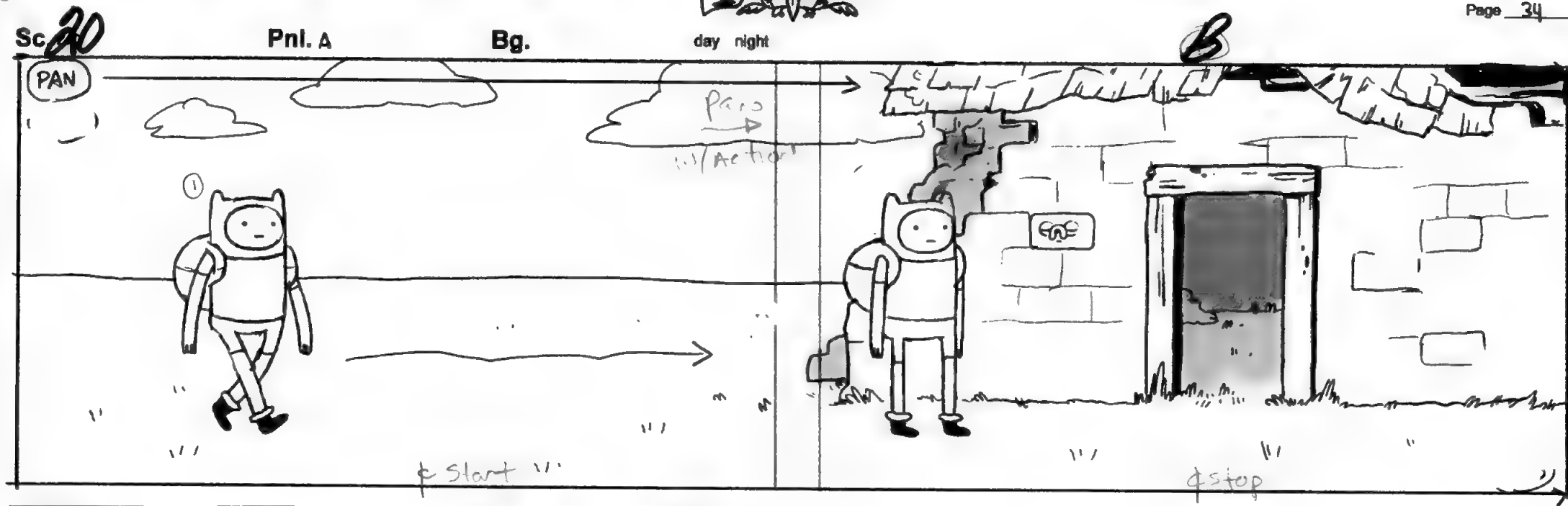
Hu
Cut

ADVENTURE TIME



Page 34

Hu
Cut



Dialog:

Action:

Timing:

A1 **A2**

② ③

- PAN W/ FINN

- F STOPS AT RAMSHACKLE BRICK SHACK

MAR 20 2014

EPISODE# 1025-177

Production :

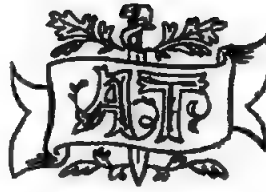
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1025/177

1025/177

1025/177

ADVENTURE TIME



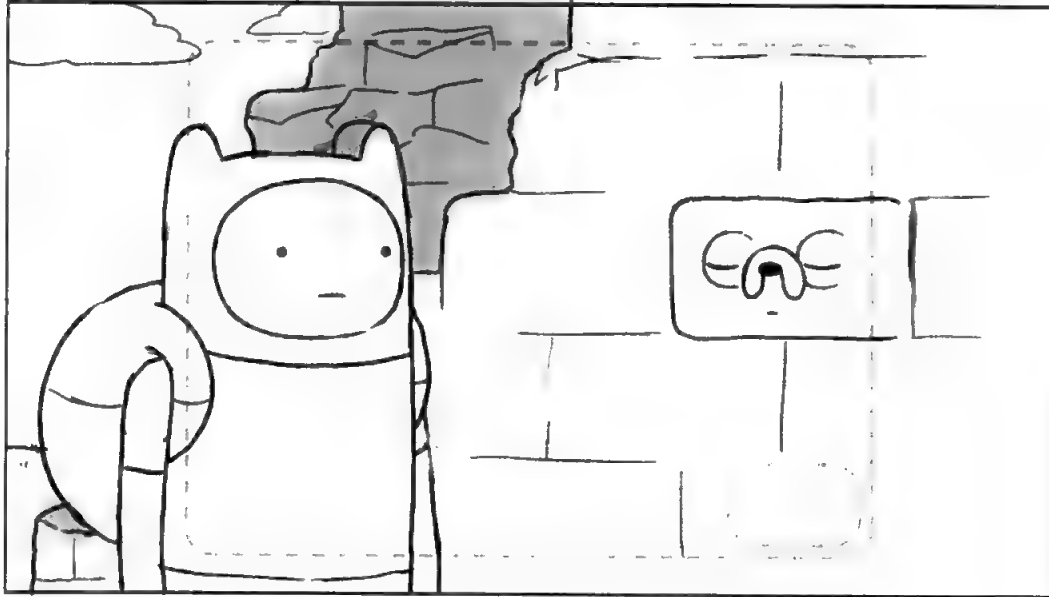
Page 35

Sc. 21

Pnl. A

Bg.

day night



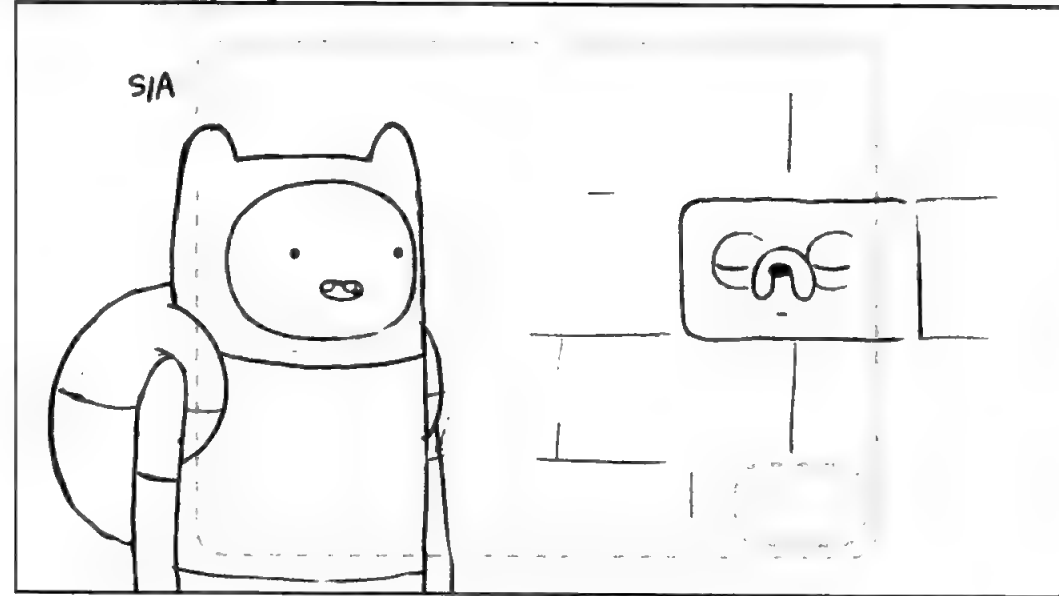
Sc. 21

cut

Pnl. B

Bg.

day night



Dialog:

F/ HEY MAN.

Action:

JAKE IS ONE OF THE BRICKS

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

Ho Cut

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ADVENTURE TIME



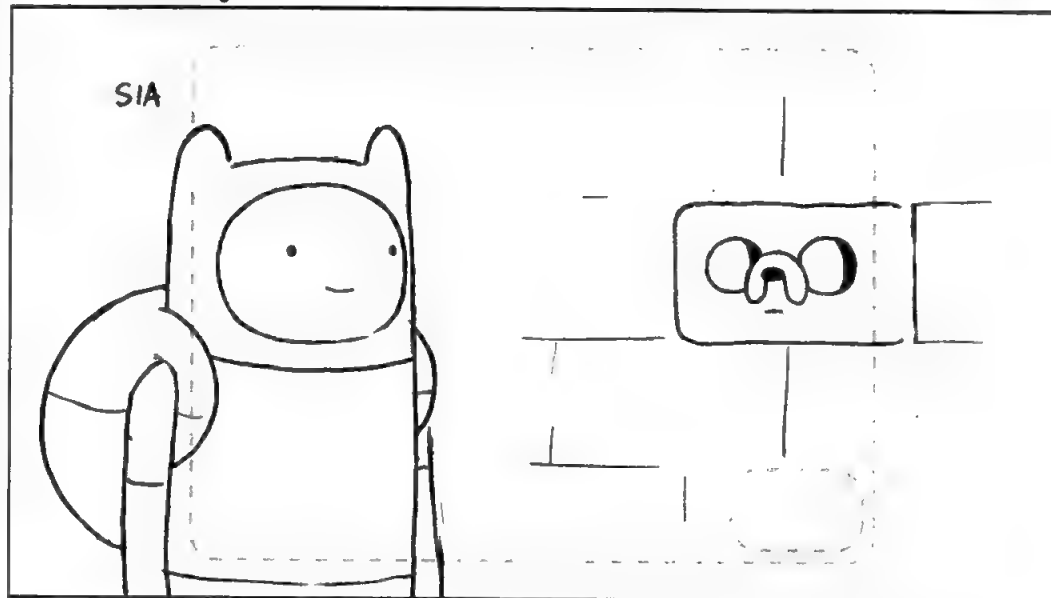
Page 36

Sc. 21 *CONT*

Pnl. C

Bg.

day night

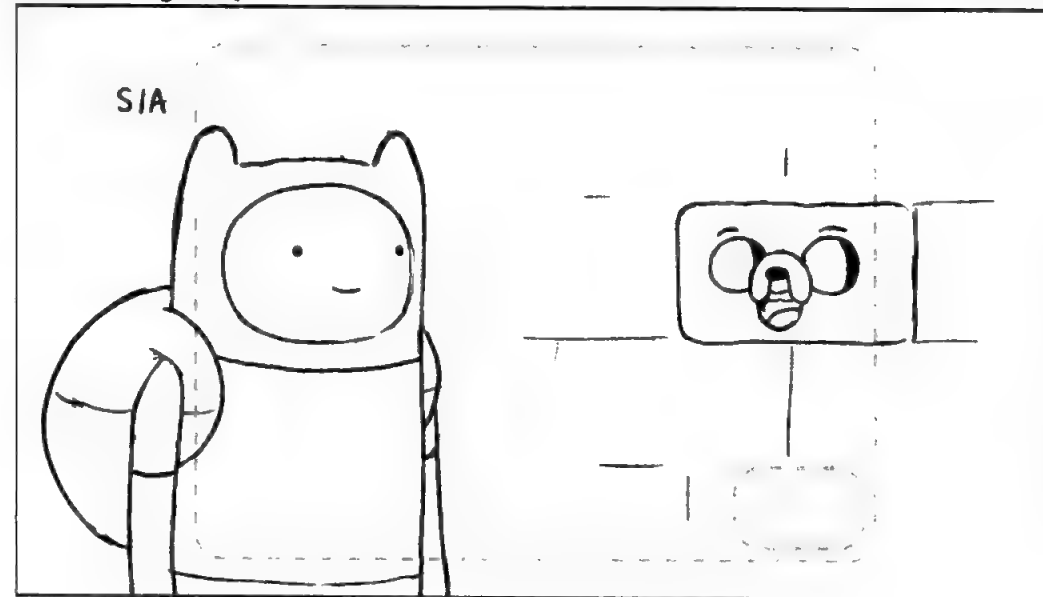


Sc. 21 *CONT*

Pnl. D

Bg.

day night



Dialog:

(C)
S.R.



J/ OH, HEY FINN!

Action:

-J OPENS HIS EYES

MAR 20 2014

Timing:

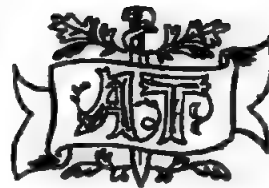
EPISODE # 1025-177

Production :

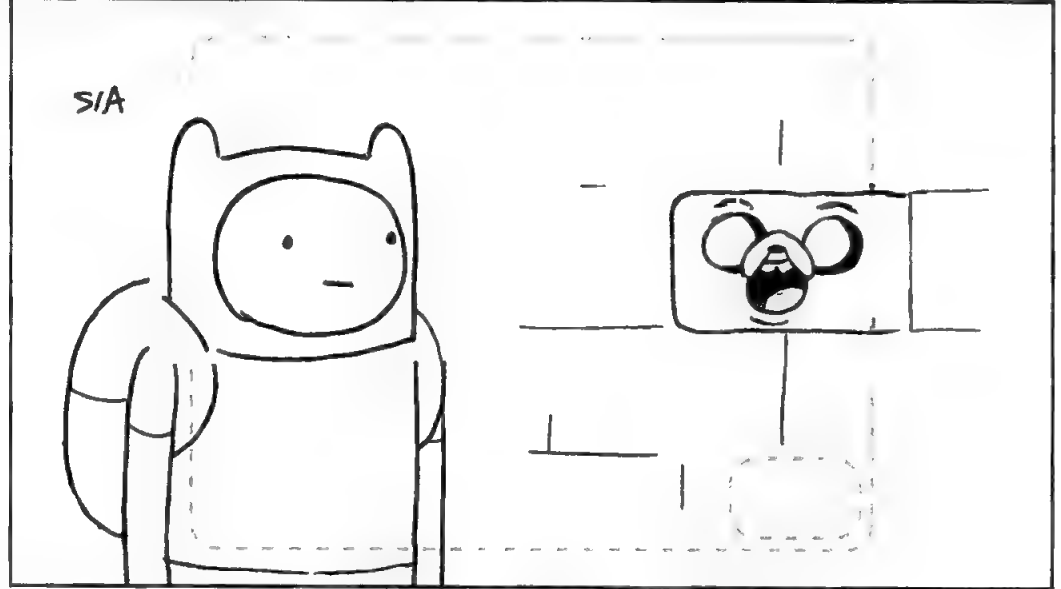
1025/177

1025/177

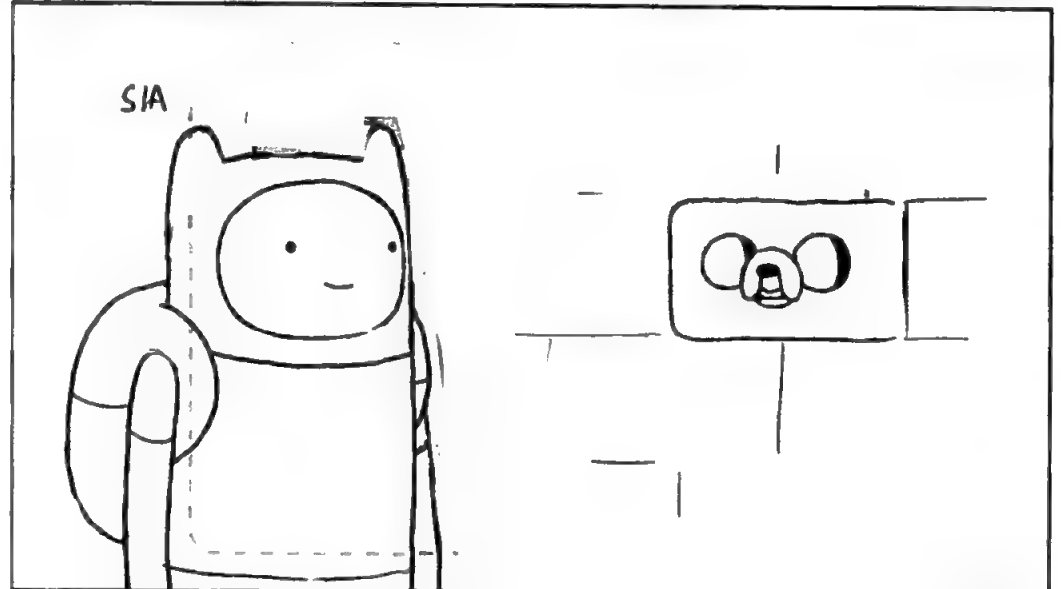
ADVENTURE TIME



Sc. 21 *cont* Pnl. E Bg. day night



Sc. 21 *cont* Pnl. F Bg. day night



Dialog:	
<u>J/</u> HAH HA!	<u>J/</u> SO YOU GOT MY MAP?
Action:	
Timing:	

MAR 20 2014

EPISODE # 1025-177

Production :

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1025/177

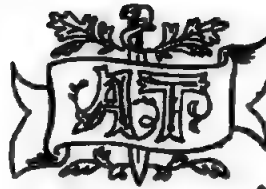
1025/177

1025/177

1025/177

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ADVENTURE TIME



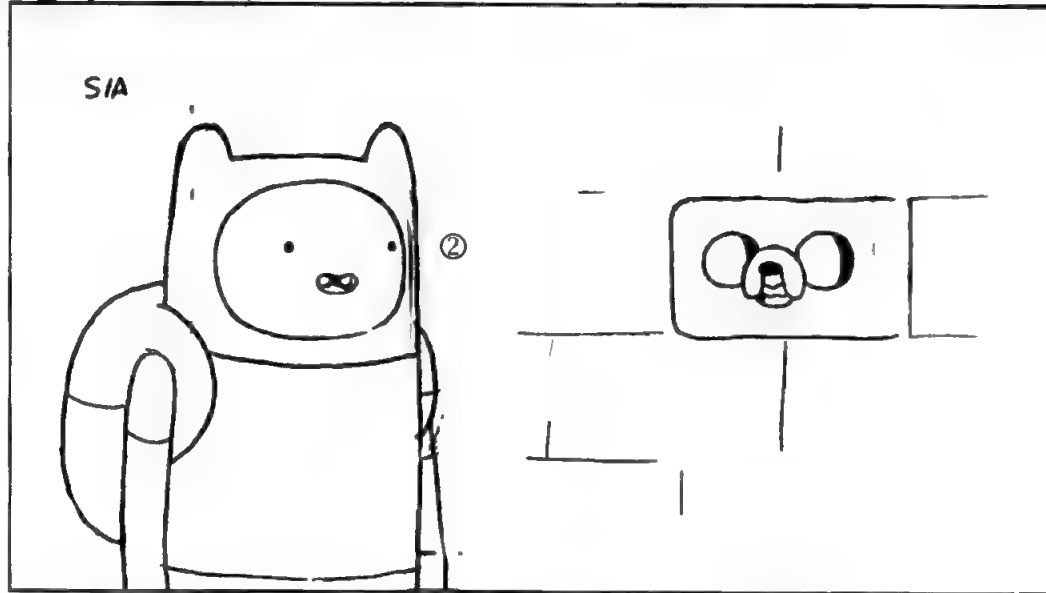
Page 38

Sc. *21 CONT*

Pnl. G

Bg.

day night

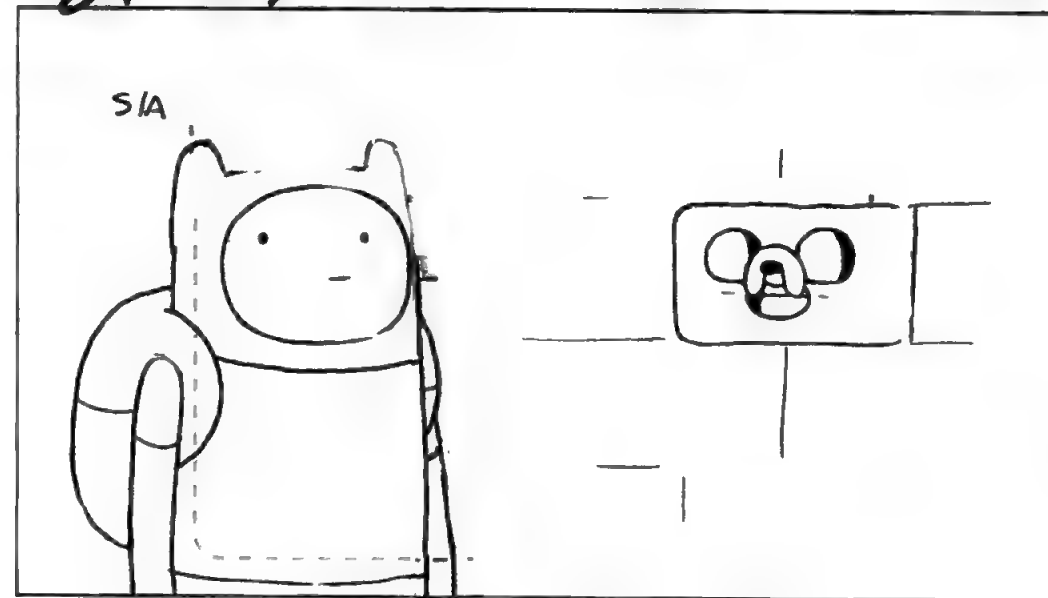


Sc. *21 CONT*

Pnl. H

Bg.

day night

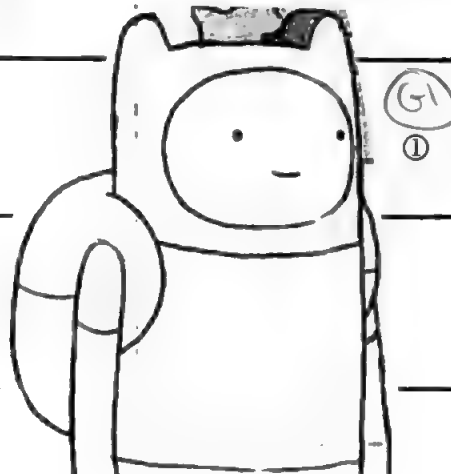


Dialog:

J/ HA HA HA
F/ HAHA YEAH

Action:

Timing:



J: HA HA HA

MAR 20 2014

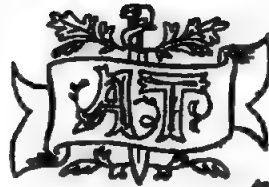
EPISODE # 1025-177

Production :

1025/177

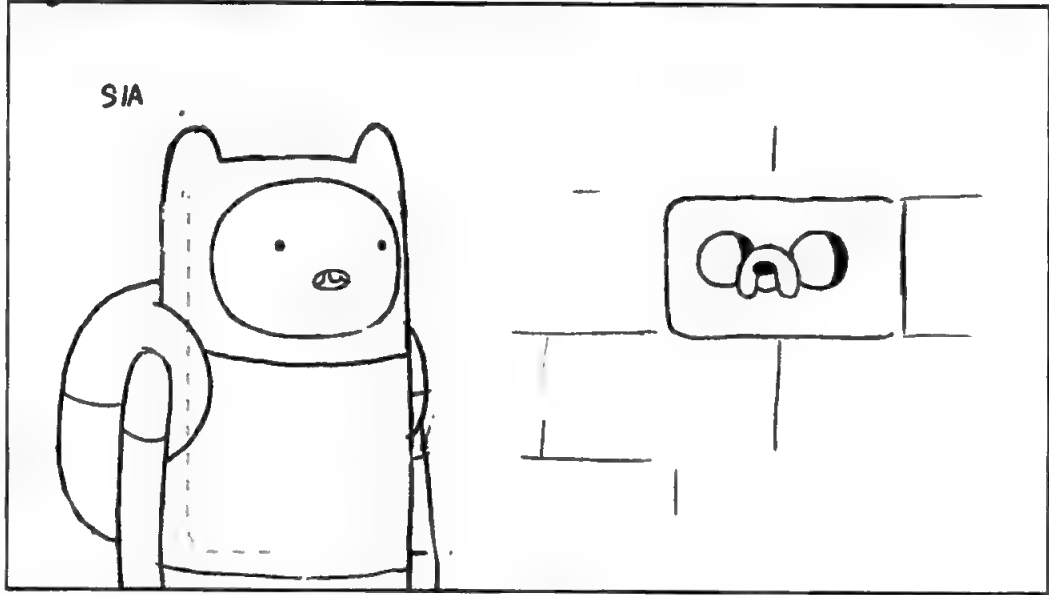
1025/177

ADVENTURE TIME

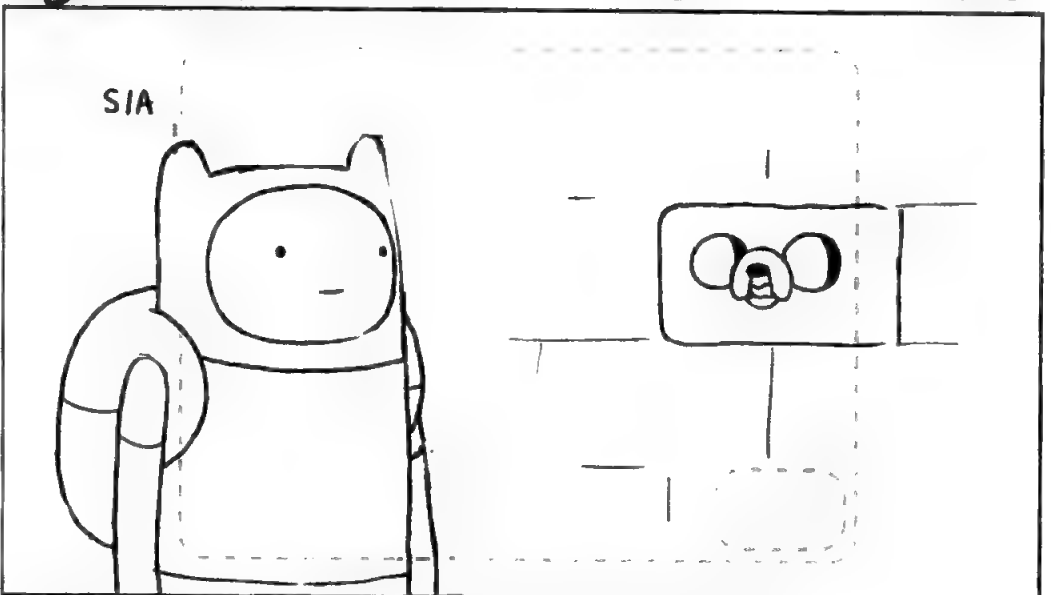


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Sc. 21 CONT Pnl. I Bg. day night



Sc. 21 CONT Pnl. J Bg. day night



Dialog:	
<u>F</u> / SO, HOW'S YOUR EXPERIMENT GOING?	<u>J</u> / AH, IT'S GOING GREAT! I REALLY FEEL LIKE I FIT IN
Action:	
Timing:	

MAR 20 2014

EPISODE # 1025-177

Production :

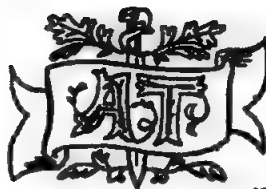
1025/177

1025/177

1025/177

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ADVENTURE TIME



Page 40

HO
CUT

Sc. *21 CONT*

Pnl. K

Bg.

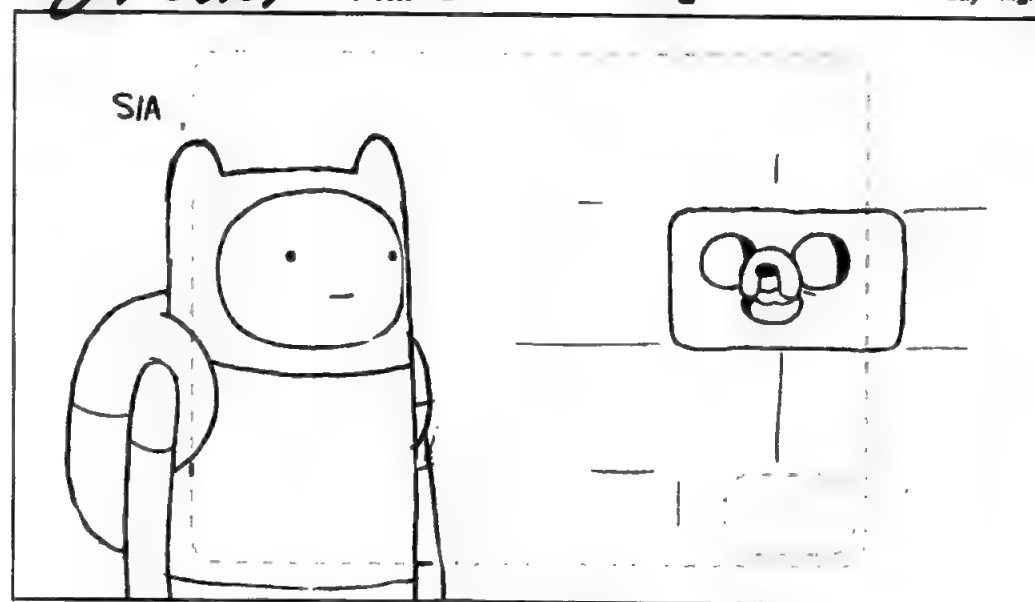
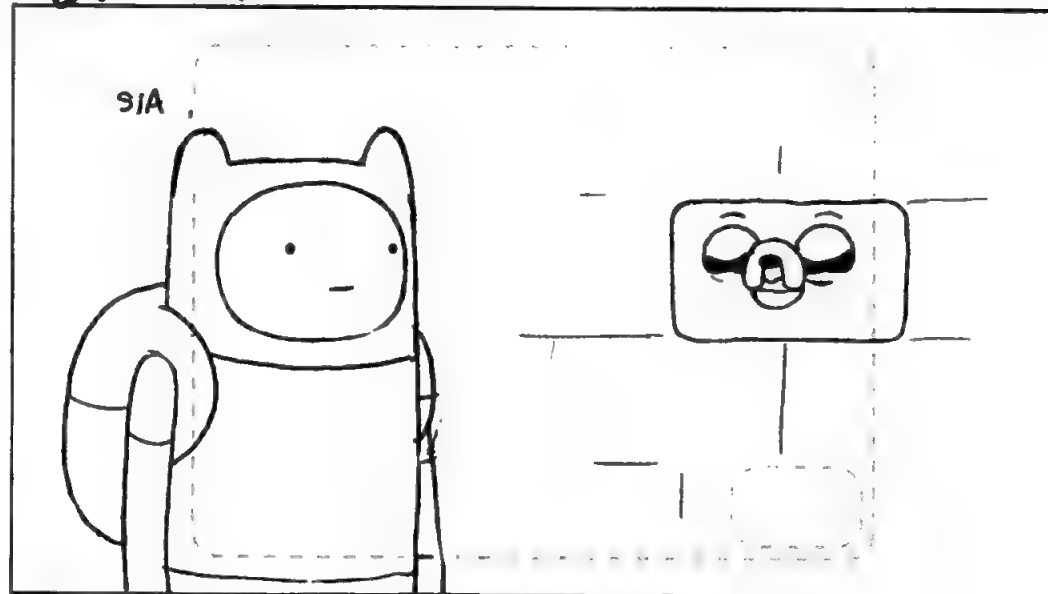
day night

Sc. *21 CONT*

Pnl. L

Bg.

day night



Dialog:

J/ HAHAH SO TO SPEAK

J/ HA HA HA HA

Action:

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

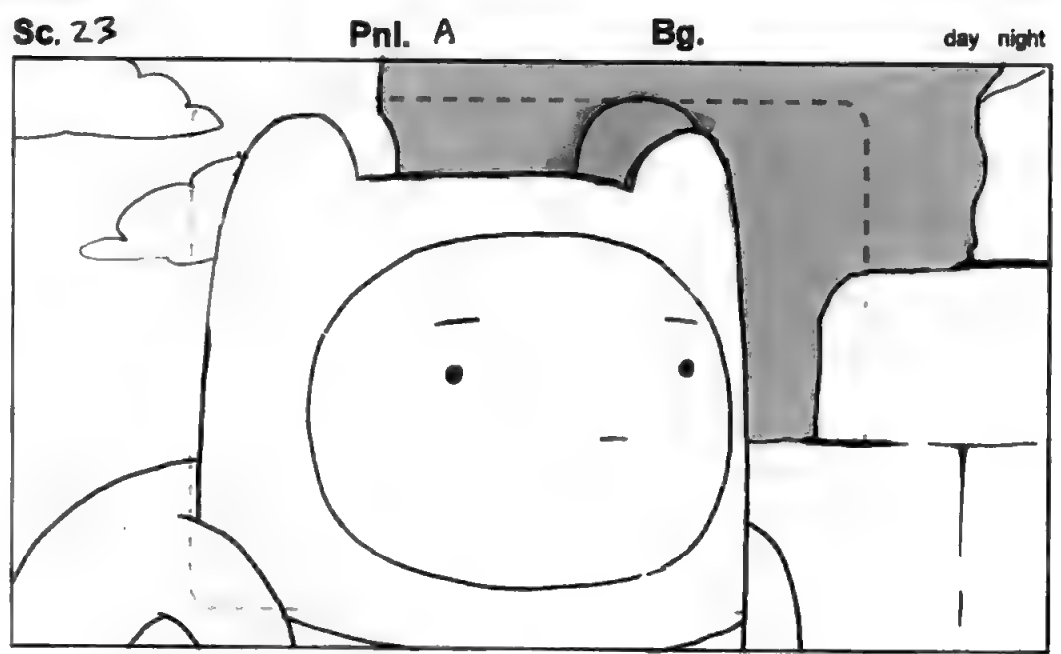
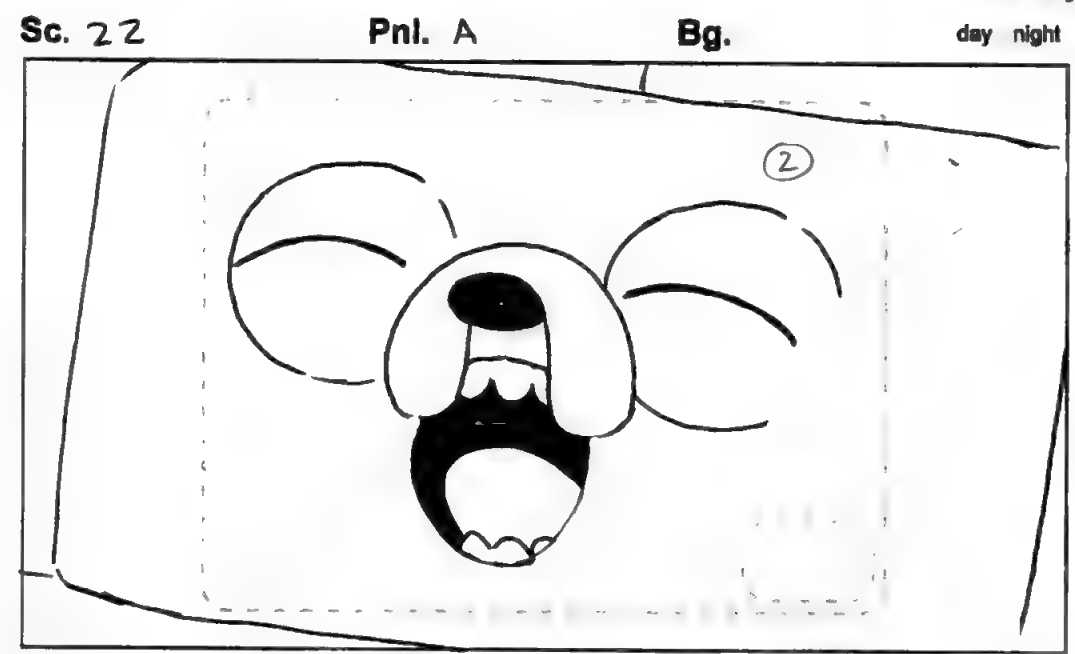
1025/177

He
Cut

ADVENTURE TIME



Cut



Dialog: J/ HAHAA HHA (A1) (1)

Action:

Timing:

↓: (%) HA HA HA

(3) (A2)

MAR 20 2014

EPISODE # 1025-177

Production :

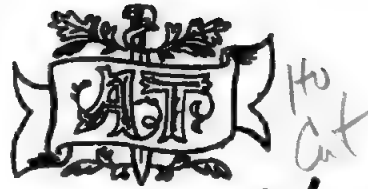
1025/177

1025/177

1025/177

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ADVENTURE TIME



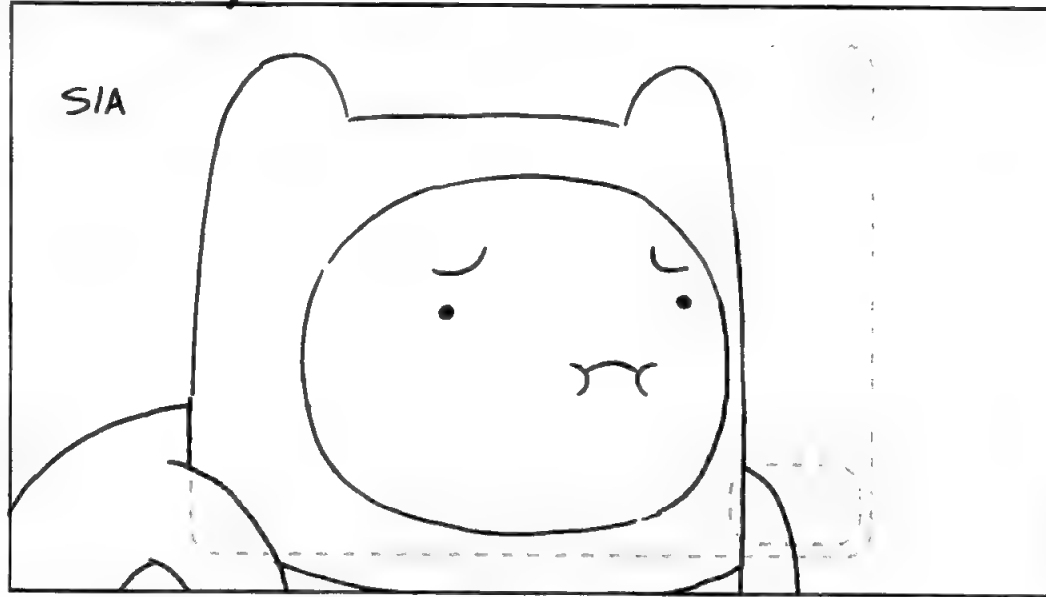
Page 42

Sc.23 *CONT*

Pnl B

Bg.

day night

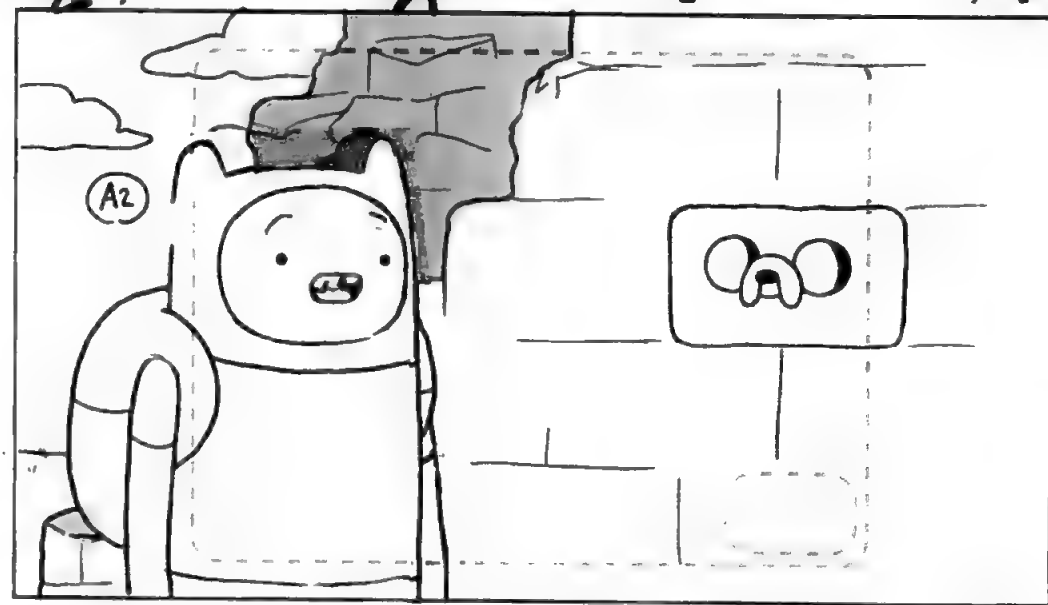


Sc.24

Pnl A

Bg.

day night



EPISODE # 1025-177

Dialog:

J/ HA HA HA

(A1)



F/ SO... ARE YOU READY TO COME HOME?

Action:

- F. LOOKS WORRIED.

MAR 20 2014

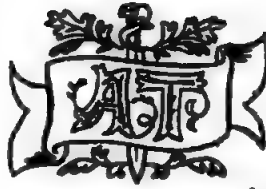
Timing:

Production :

1025/177

1025/177

ADVENTURE TIME

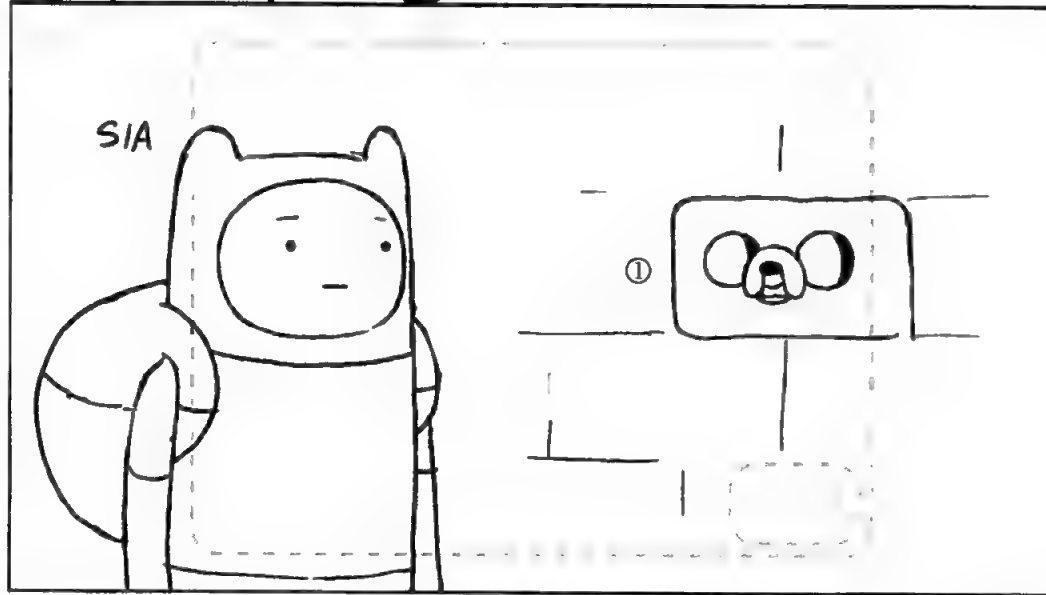


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Sc. *24 CONT* Pnl. *B*

Bg.

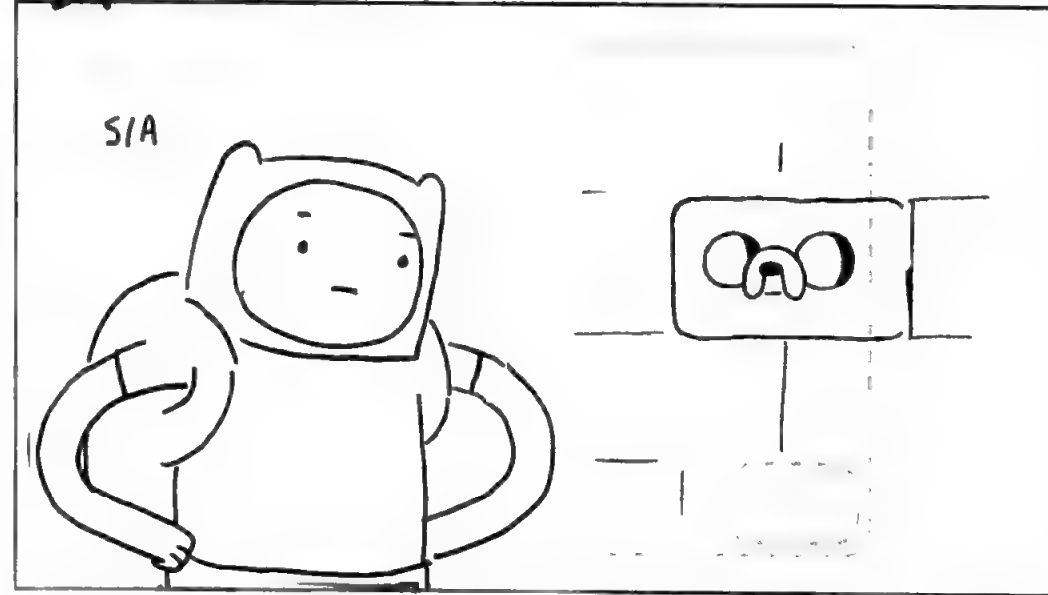
day night



Sc. *24 CONT* Pnl. *C*

Bg.

day night

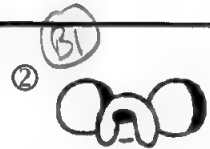


Dialog:

J/ NAH, I THINK I'M GONNA KEEP BEING A BRICK FOR A WHILE

F/ MMMMM...

Action:



Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



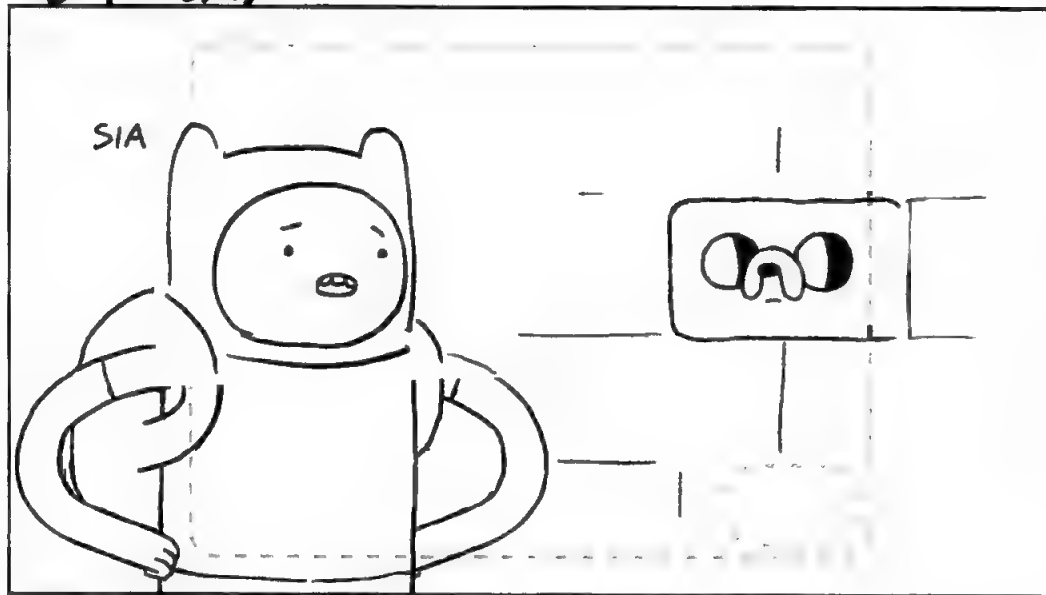
Page 44

Sc 24 cont

Pnl. D

Bg.

day night

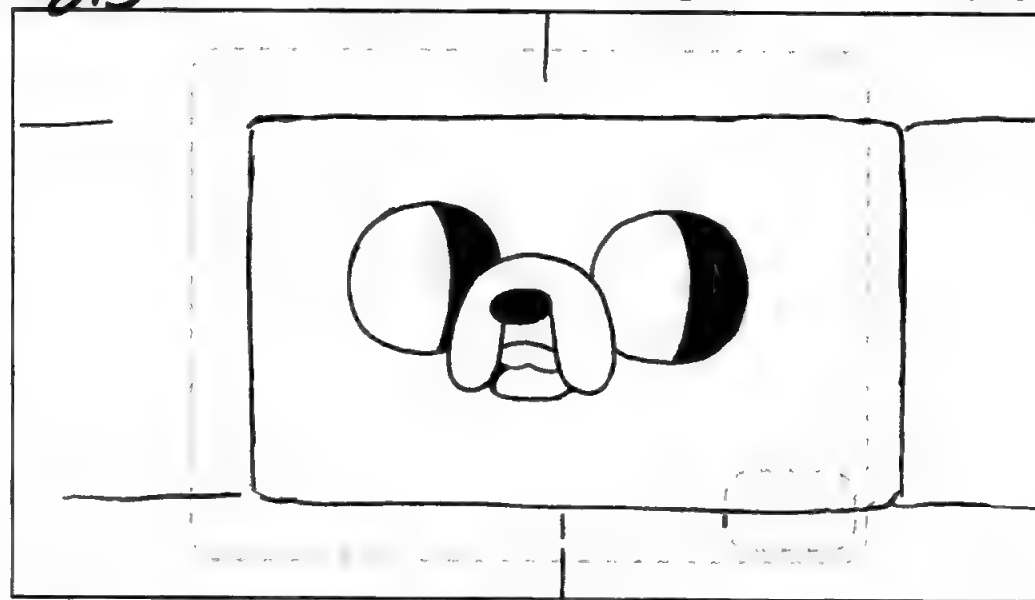


Sc 25

Pnl. A

Bg.

day night



Dialog:

F / WHAT ARE YOU DOING AGAIN?

J/ FINN, EVER SINCE I WAS LITTLE, I WANTED TO SEE
WHAT IT'S LIKE TO BE A BRICK IN A BRICK SHACK
WHEN THE BRICK SHACK FALLS DOWN.

Action:

Timing:

MAR 20 2014

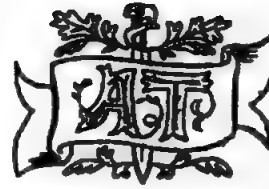
EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



*HV
Cut*

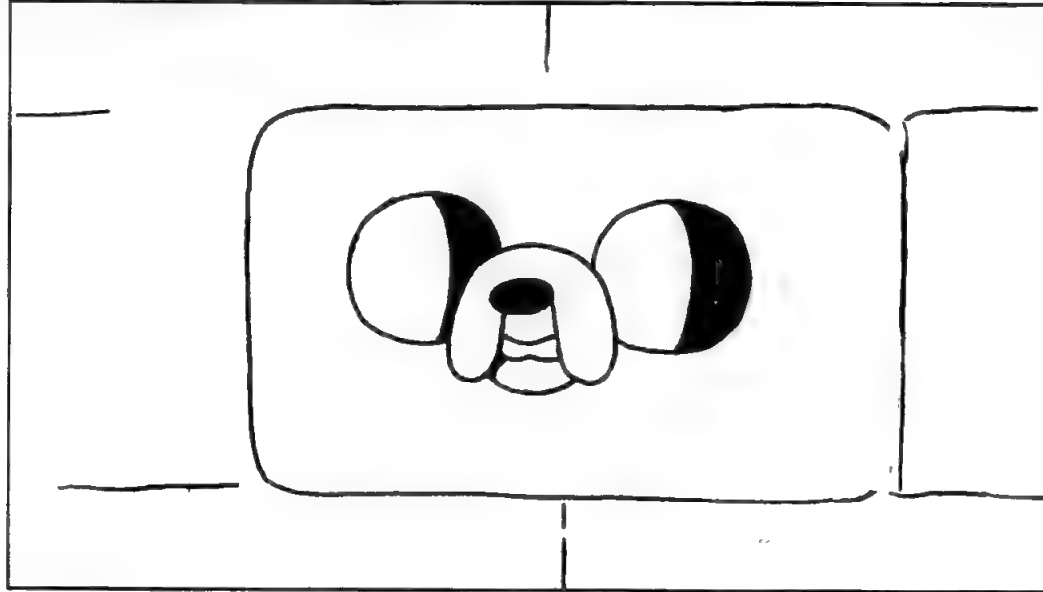
Page 45

Sc. 25 *CONT*

Pnl. B

Bg.

day night

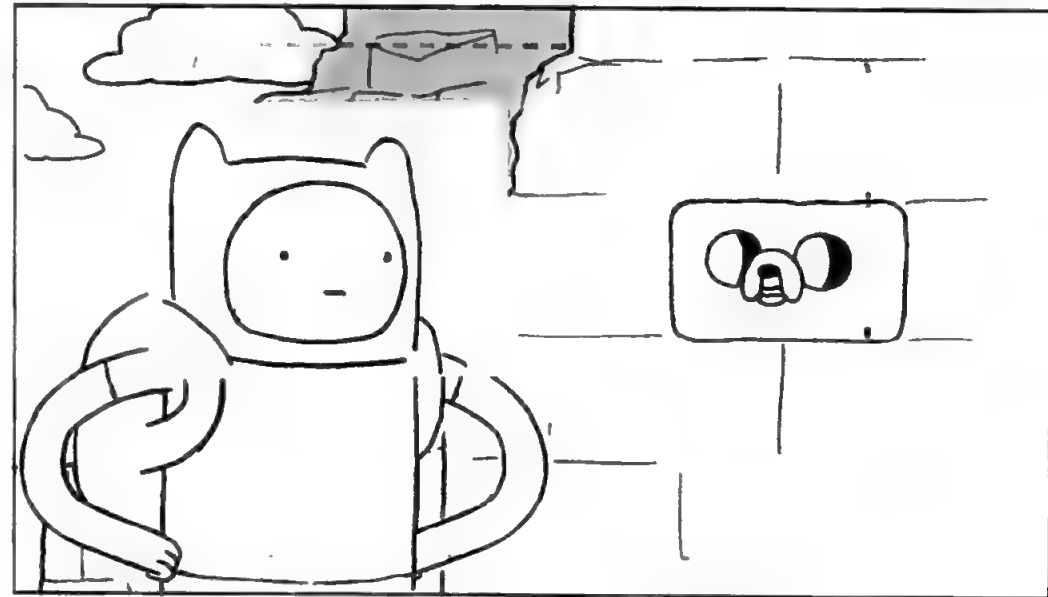


Sc. 26

Pnl. A

Bg.

day night



Dialog:

J/ AND THIS SHACK IS GONNA FALL DOWN!

J/ JUST LOOK AT IT!

Action:

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

ADVENTURE TIME



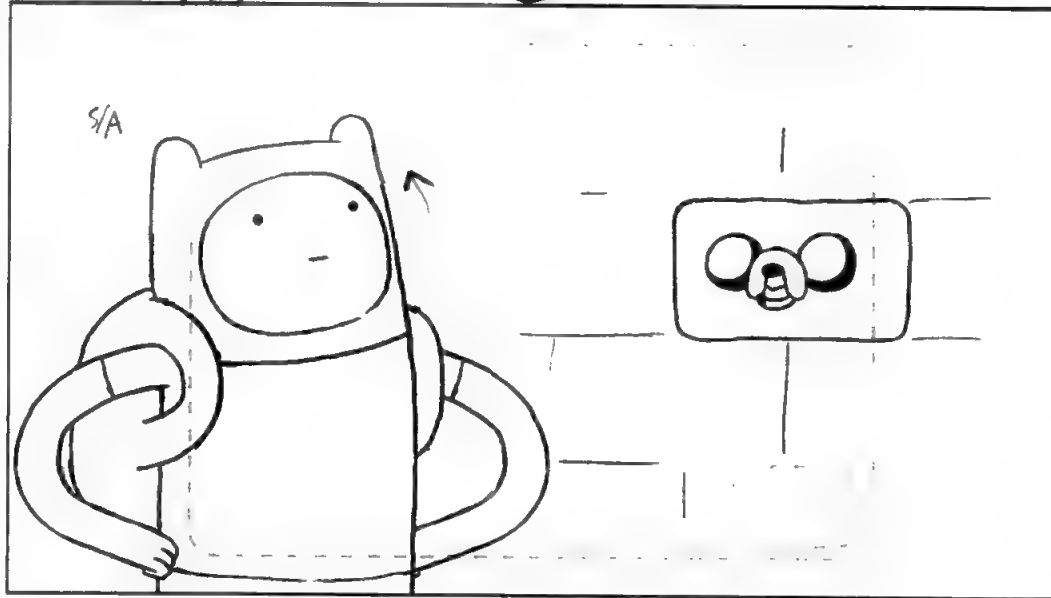
Page 46

Sc. 26 *CONT*

Pnl. *B*

Bg.

day night

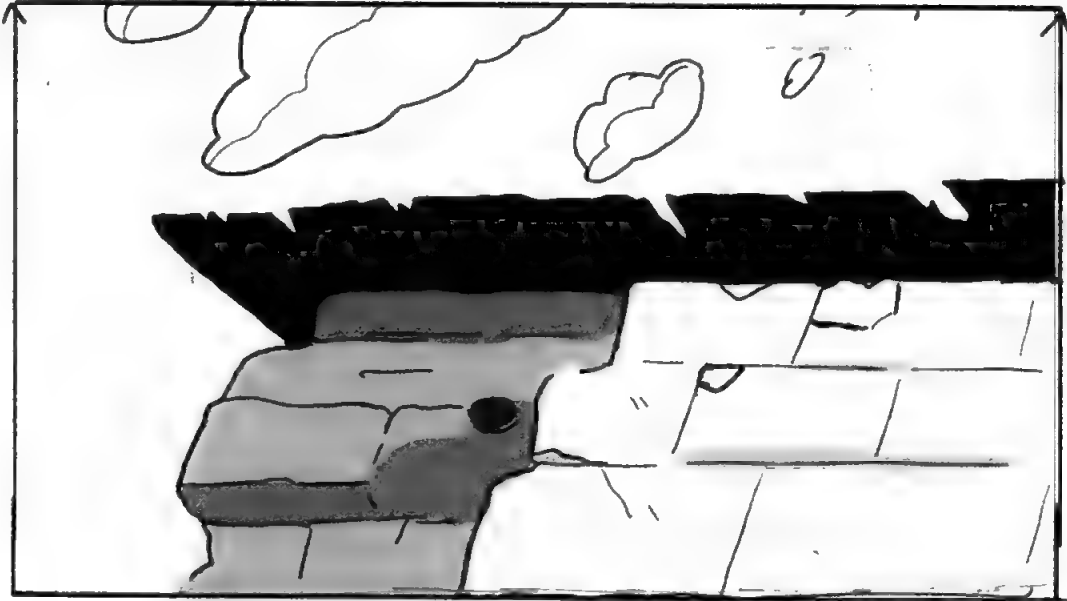


Sc. 27

Pnl. A

Bg.

day night



Dialog:

J/ LIKE SANDCASTLES IN THE SUN, BABY.

Action:

- F. Locks UP.

Timing:

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1025/177

1025/177

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1025/177

ADVENTURE TIME



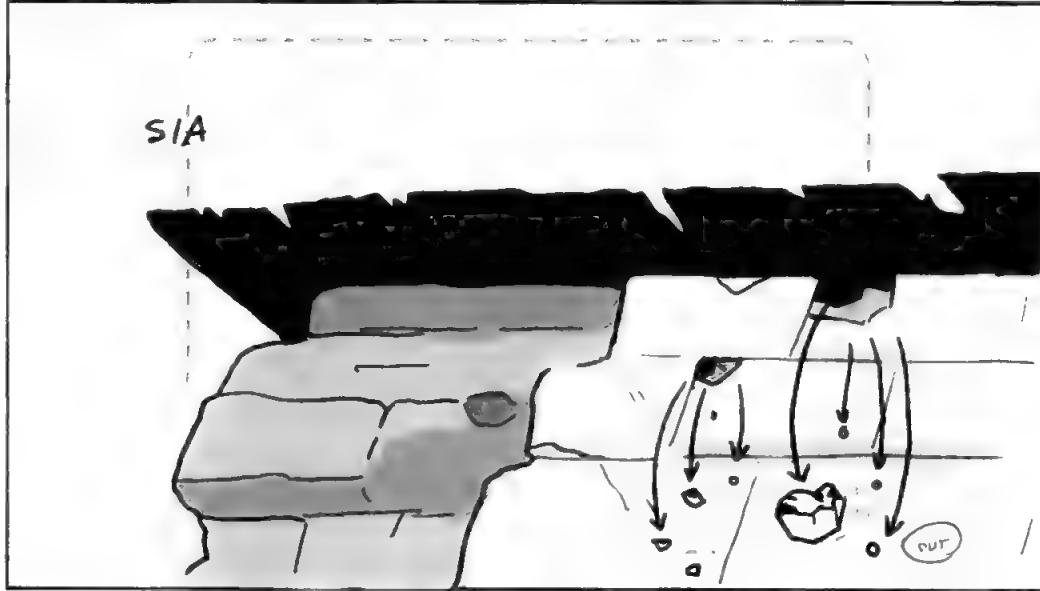
Page 47

Sc. 27 *CONT*

Pnl. B

Bg.

day night

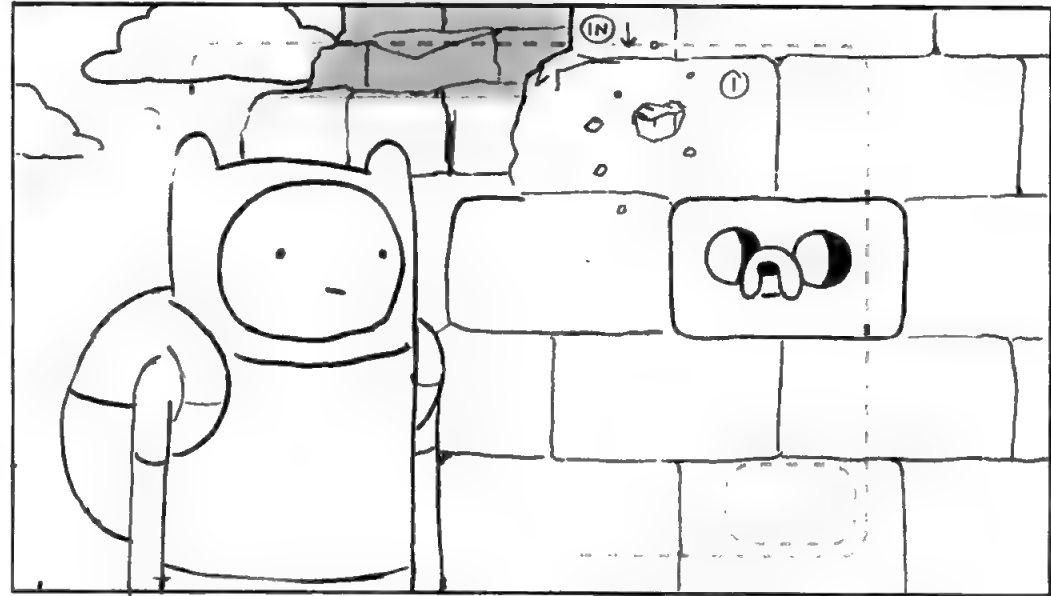


Sc. 28

Pnl. A

Bg.

day night



EPISODE # 1025-177

Dialog:

SFX: *SKSH*
J: HA HA HA!

Action:

- PIECES CRUMBLE FROM SHACK
AND FALL OFF/S.



-F + J LOOK AT EACH OTHER



Timing:

MAR 20 2014

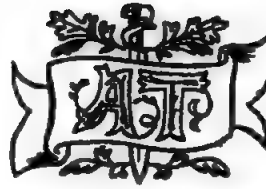
Production :

1025/177

1025/177

1025/177

ADVENTURE TIME

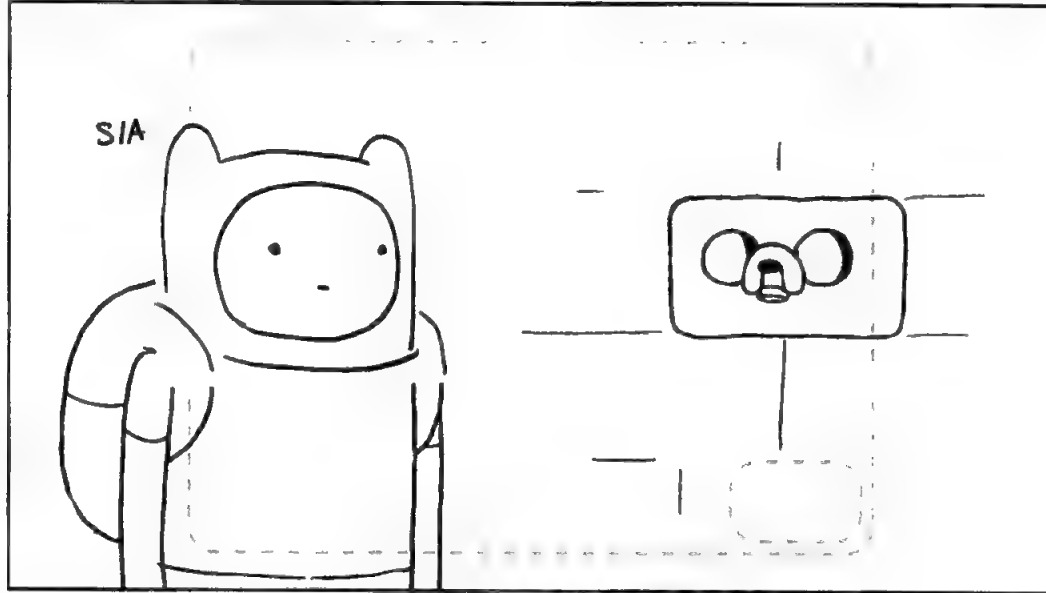


Page 48

Sc. 28 *CONT* Pnl. 3

Bg.

day night

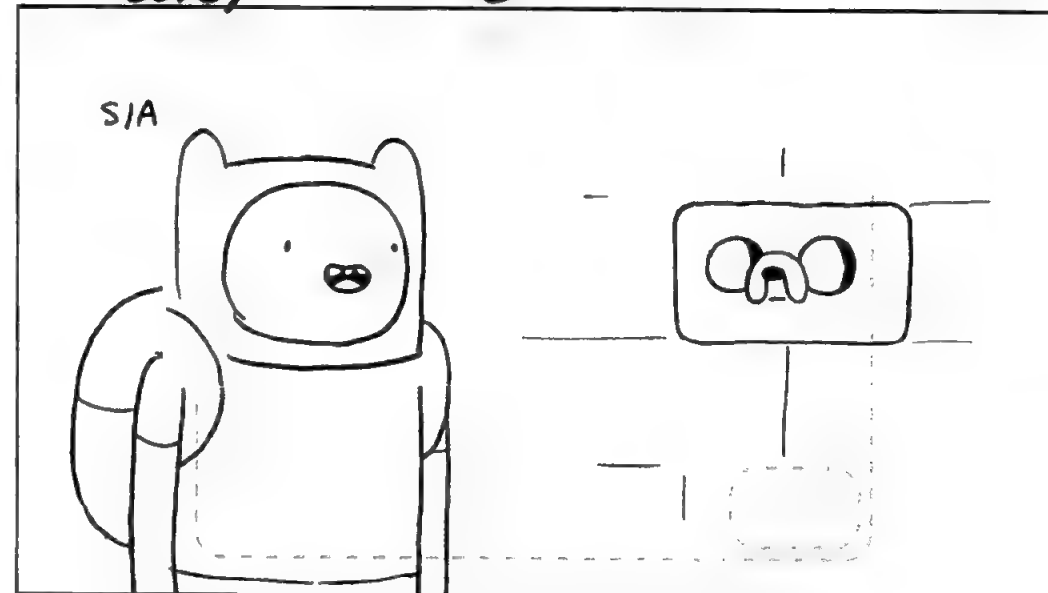


Sc. 28 *CONT* Pnl. C

Bg.

Bg.

day night



EPISODE # 1025-177

Dialog:

J/ YOU'RE TOO YOUNG. YOU WOULDN'T UNDERSTAND.

F/ HAHA YOU'RE RIGHT, I DON'T UNDERSTAND.

Action:

Timing:

MAR 2'0 2014

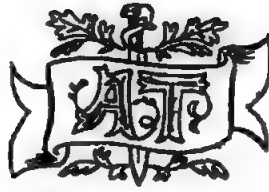
Production :

1025/177

1025/177

1025/177

ADVENTURE TIME



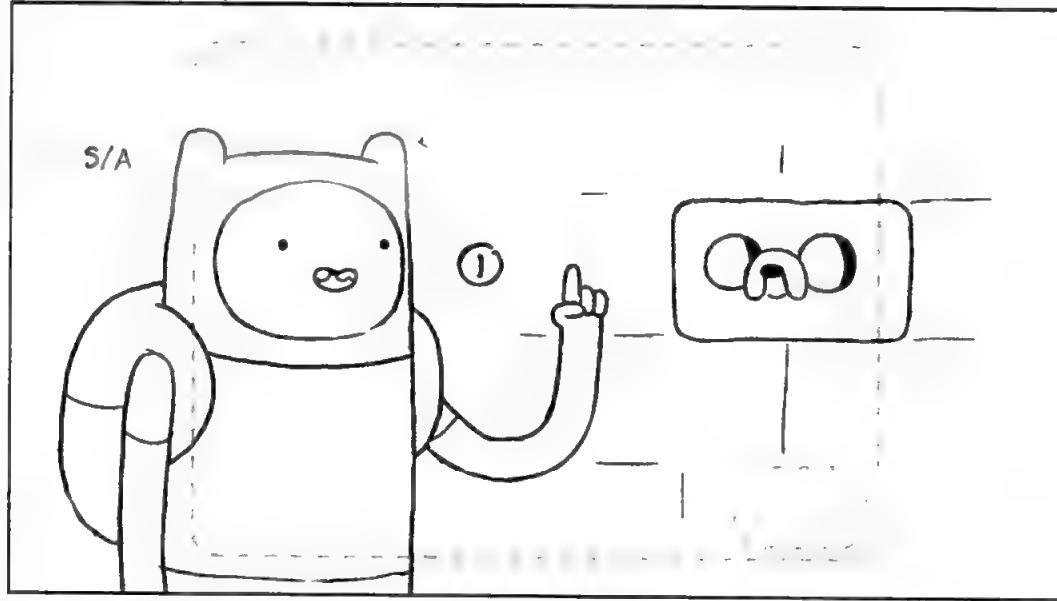
Page 49

Sc. 28 *cont*

Pnl. D

Bg.

day night

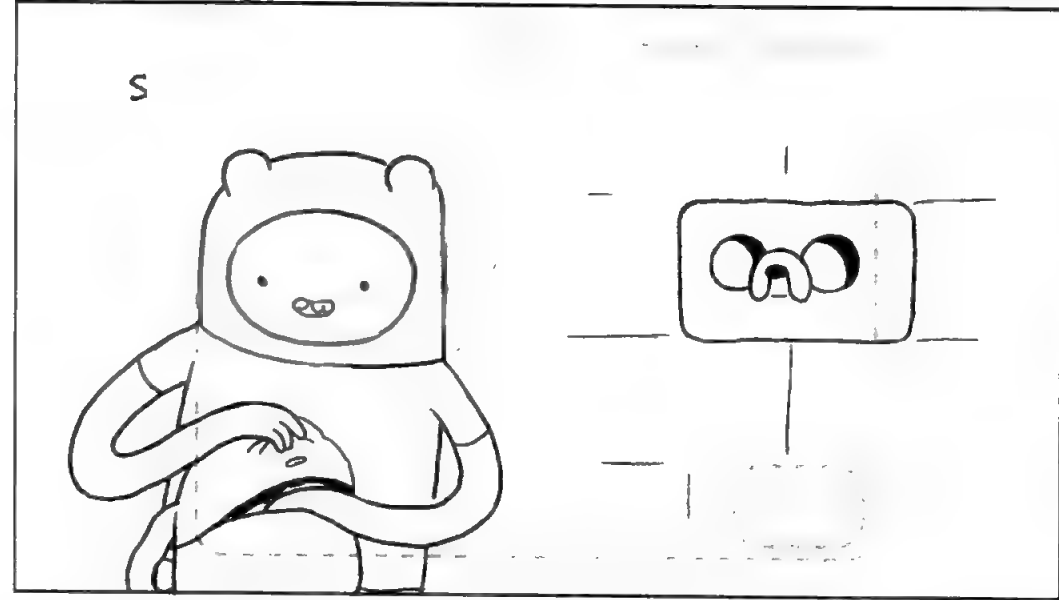


Sc. 28 *cont*

Pnl. E

Bg.

day night



EPISODE # 1025-177

1025/177

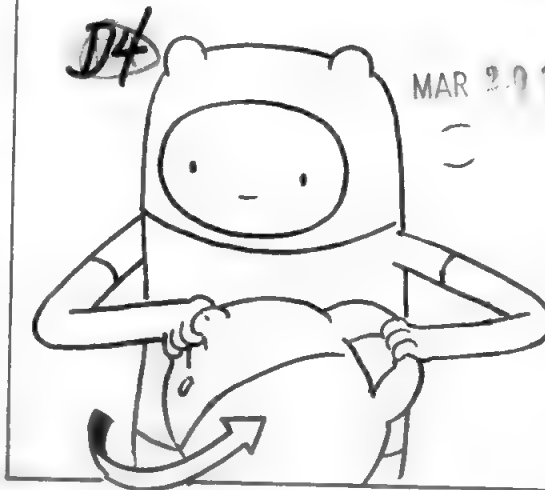
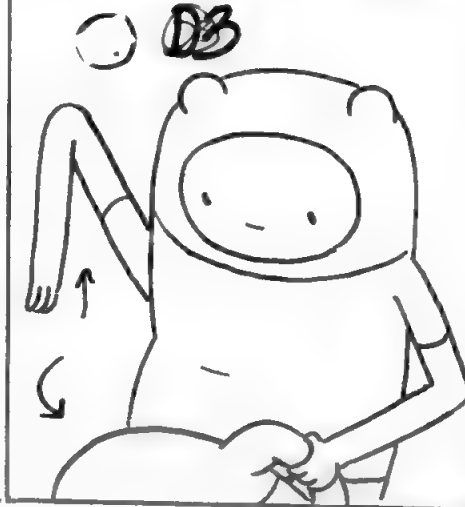
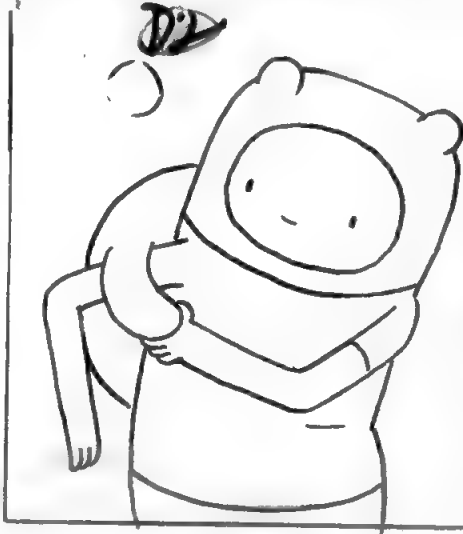
1025/177

Dialogue:

F/ BUT I'M COOL WITH YOUR MYSTICAL JOURNEY OR WHATEVER...

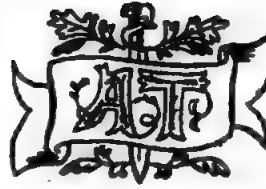
F/ I'm gonna leave this walkie talkie so we can stay in touch.

-F takes off backpack & fishes in it.



1025/177-2

ADVENTURE TIME



Sc. 28 *CONT*

Pnl.

F

Bg.

day night

Sc. 28 *CONT*

Pnl.

G

Bg.

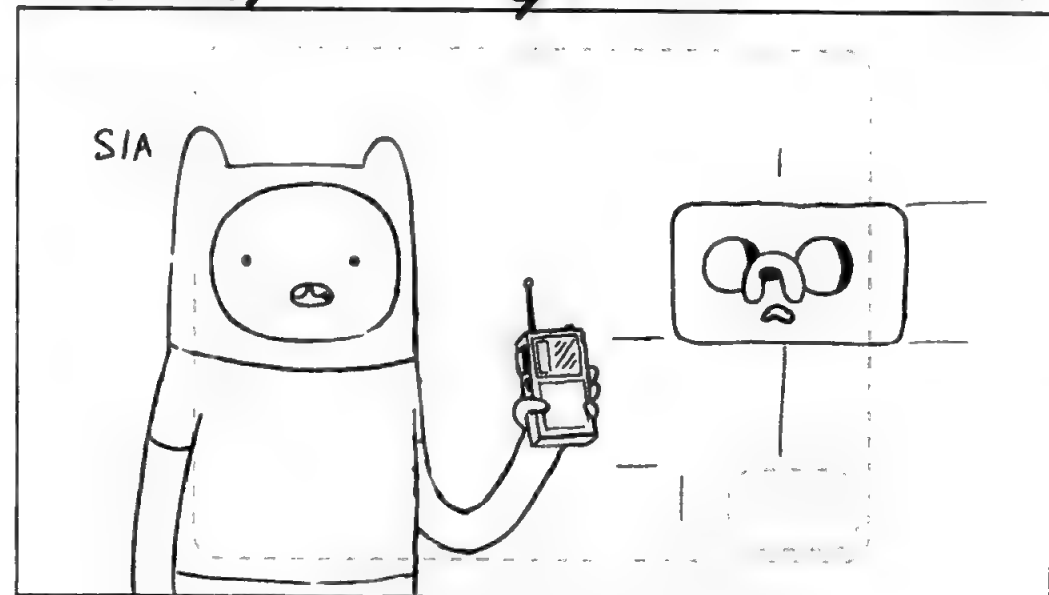
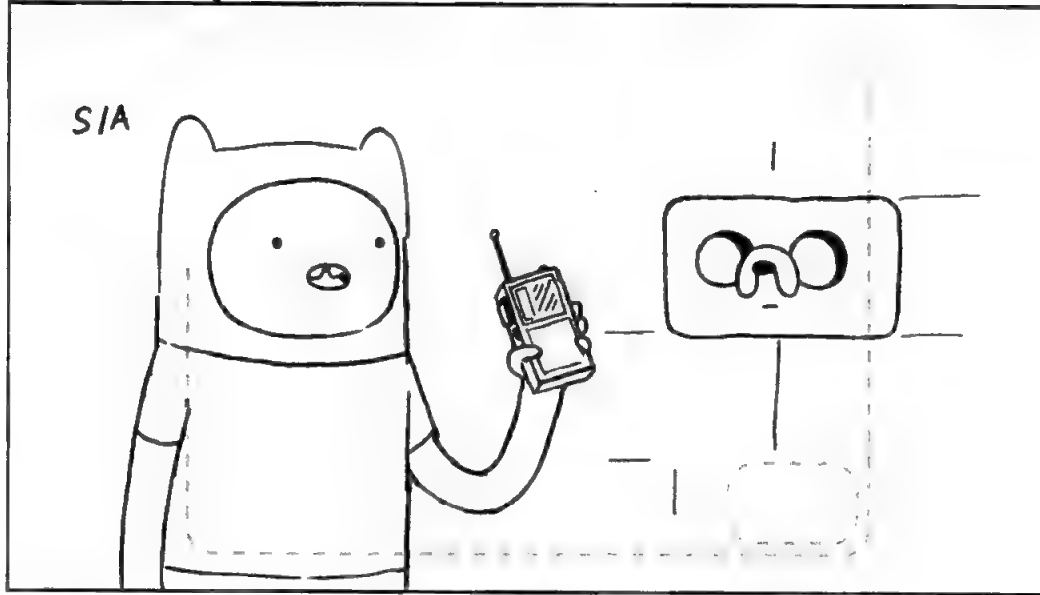
Page *50*

day night

*Hu
Cut*

EPISODE # 1025-177

Production :



Dialog:

F/ ... JUST IN CASE

J/ WHAT ?

Action:

Timing:

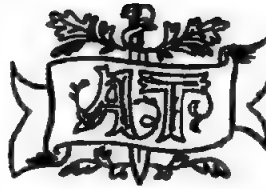
MAR 20 2014

1025/177

1025/177

1025/177

ADVENTURE TIME



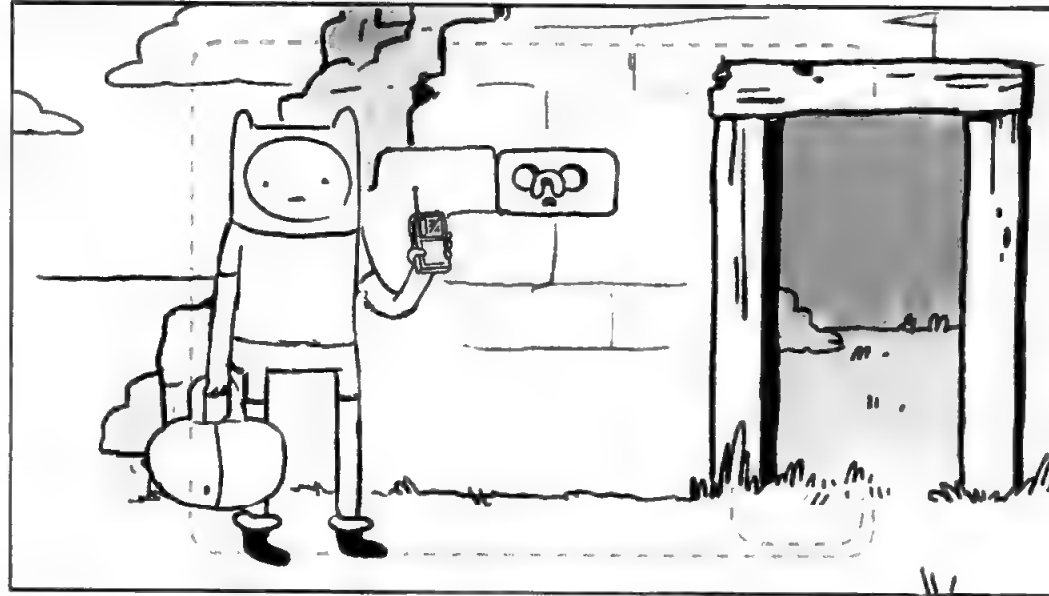
Page 51

Sc. 29

Pl. A

Bg.

day night



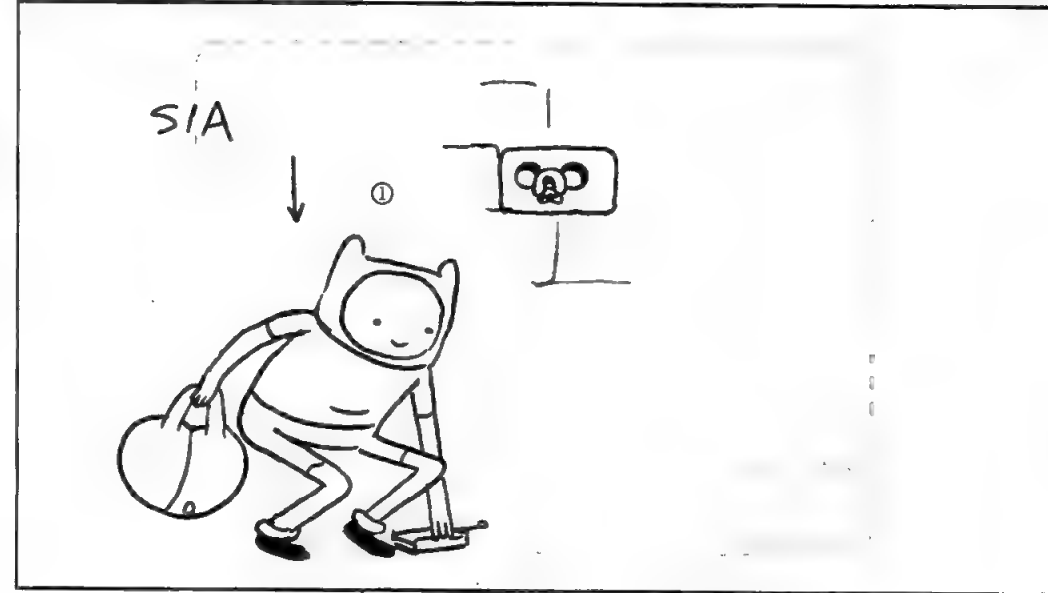
Sc. 29

CONT

Pl. B

Bg.

day night



EPISODE # 1025-177

Dialog:

U: NO.MAN....

Action:

Timing:



U

... BRICKS DON'T STAY IN TOUCH!

-F. PUTS DOWN WALKIE-TALKIE



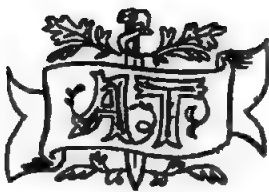
MAR 20 2014

Production :

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1025/177

ADVENTURE TIME



Page 52

Sc. 29 *CONT*

Pnl. *C*

Bg.

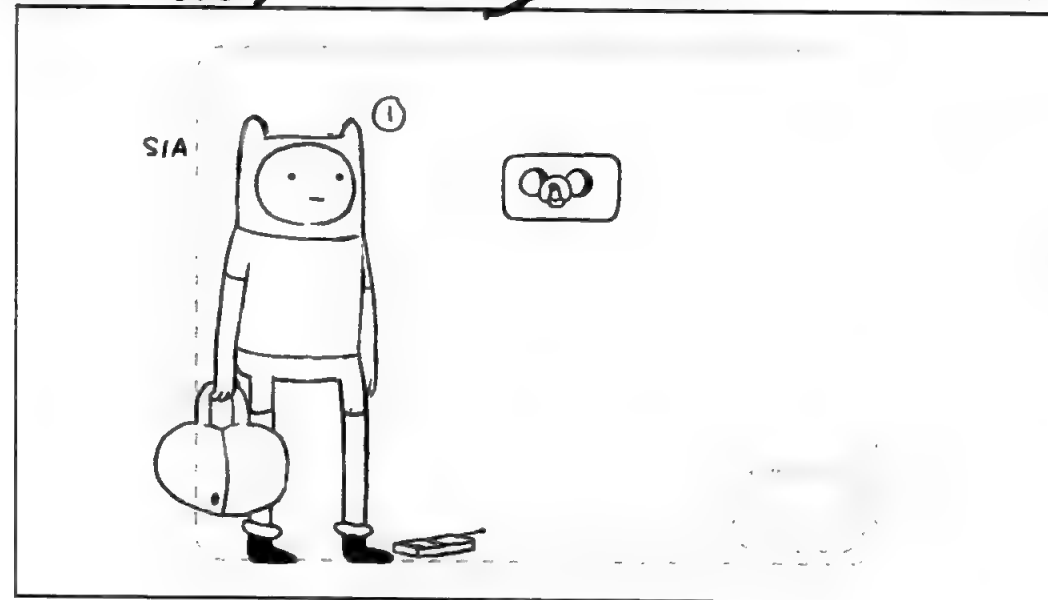
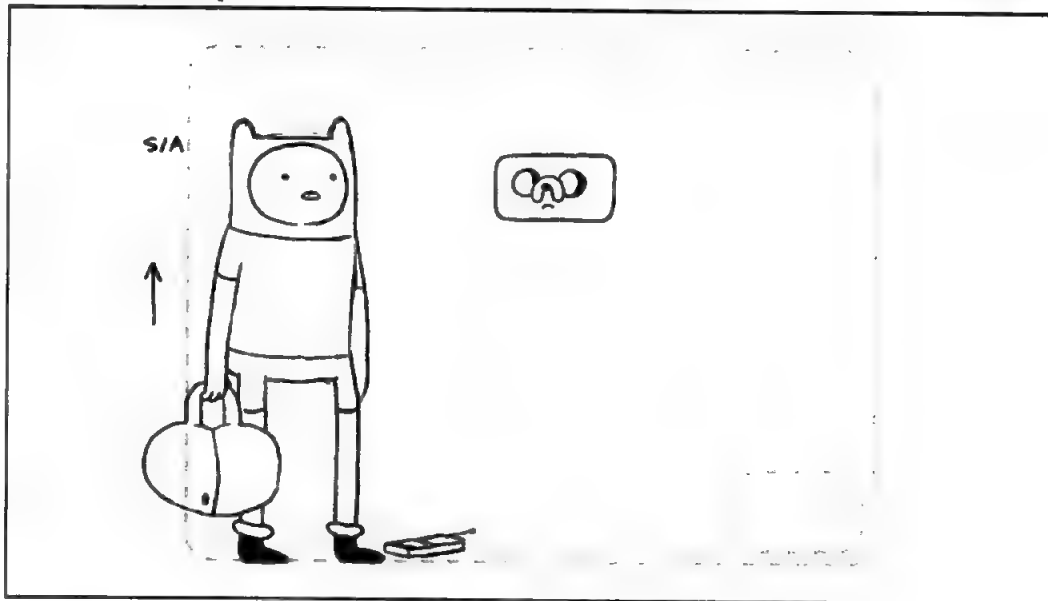
day night

Sc. 29 *CONT*

Pnl. *D*

Bg.

day night



Dialog:

F/ DUDE. BMO IS LIKE, REALLY WORRIED ABOUT YOU.

Action:

- F. STANDS UP.

Timing:

J/ AWWW... YOU TELL THAT LITTLE GOOFBALL I SAID "HI!"



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1025/177

1025/177

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1025/177

ADVENTURE TIME



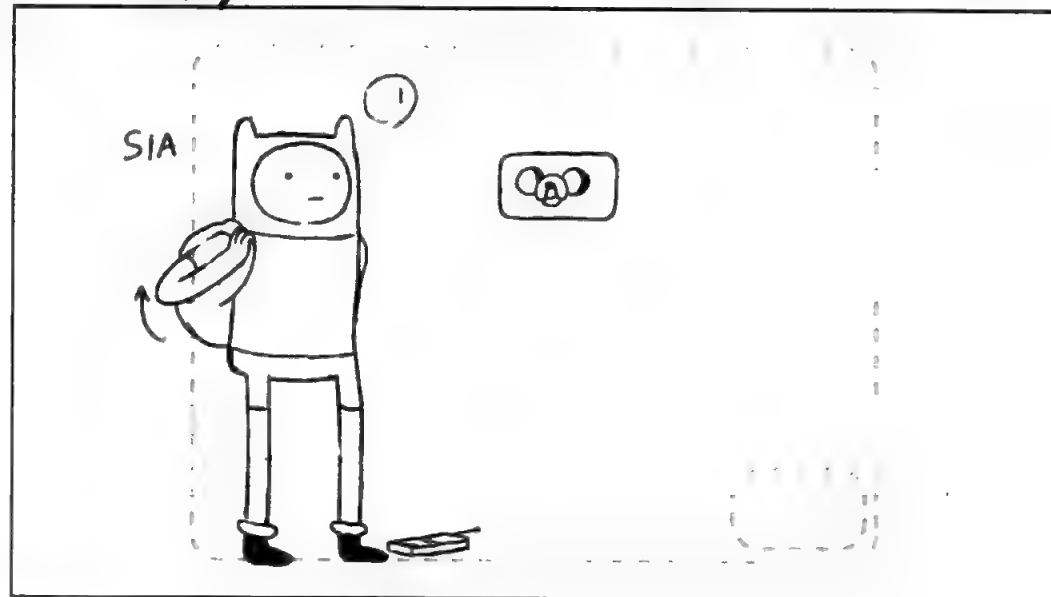
Page 53

Sc. 29 *CONT*

Pnl. E

Bg.

day night

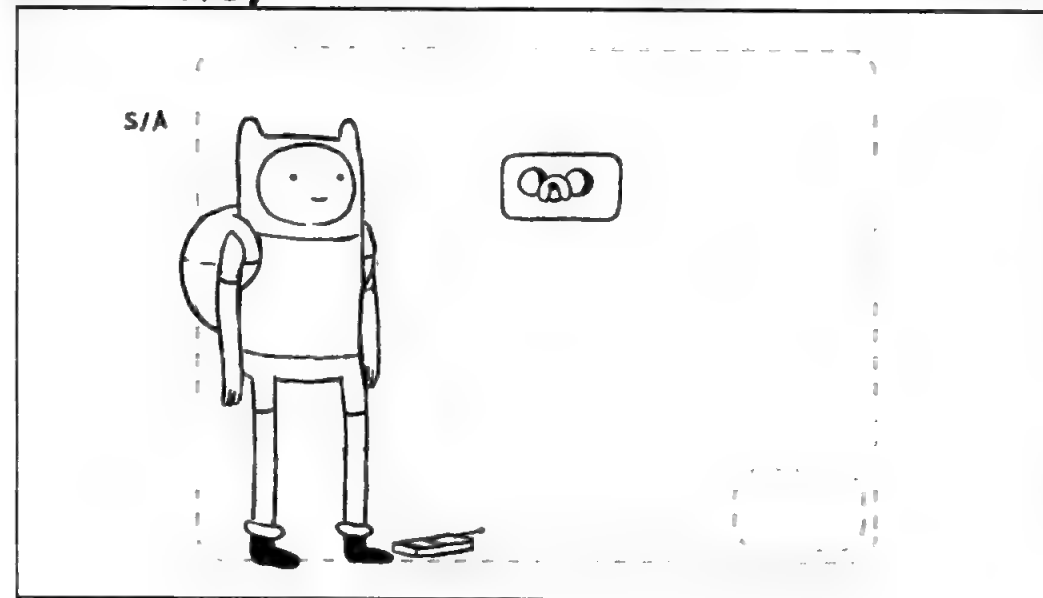


Sc. 29 *CONT*

Pnl. F

Bg.

day night



40 Cut

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1025/177

Dialog:

Action:

Timing:



MAR 20 2014

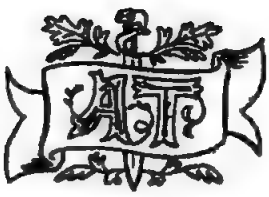
Production :

1025/177

1025/177

HV
Cut

ADVENTURE TIME



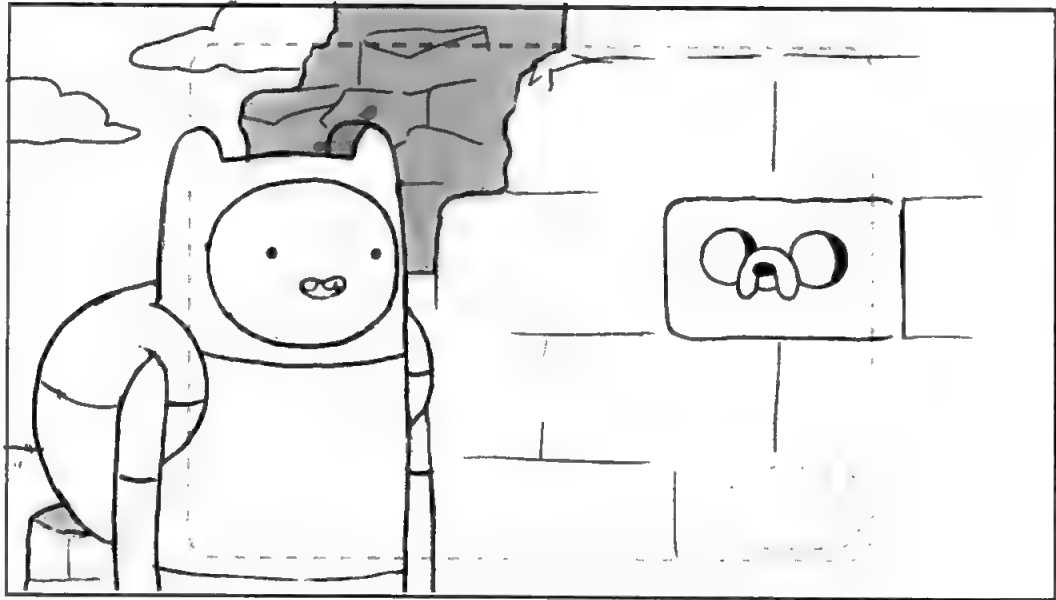
Page 54

Sc. 30

Pnl. A

Bg.

day night

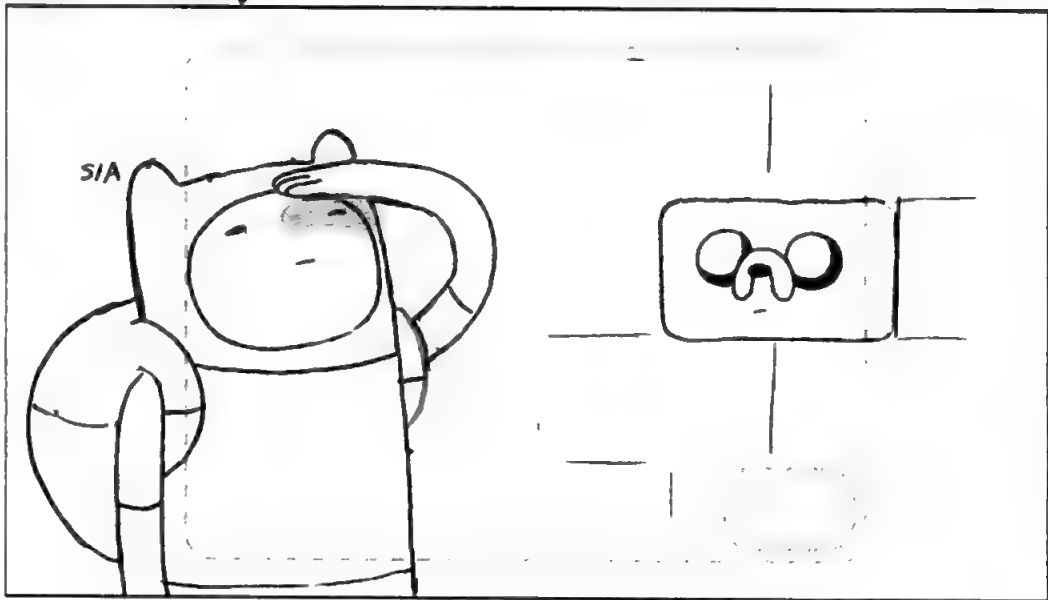


Sc. 30 *cont*

Pnl. B

Bg.

day night



Dialog:	
F/ I WILL.	
Action:	- F LOOKS UP AT SUN MAR 20 2014
Timing:	

EPISODE # 1025-177

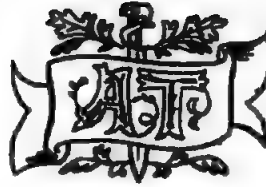
Production :

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1025/177

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ADVENTURE TIME



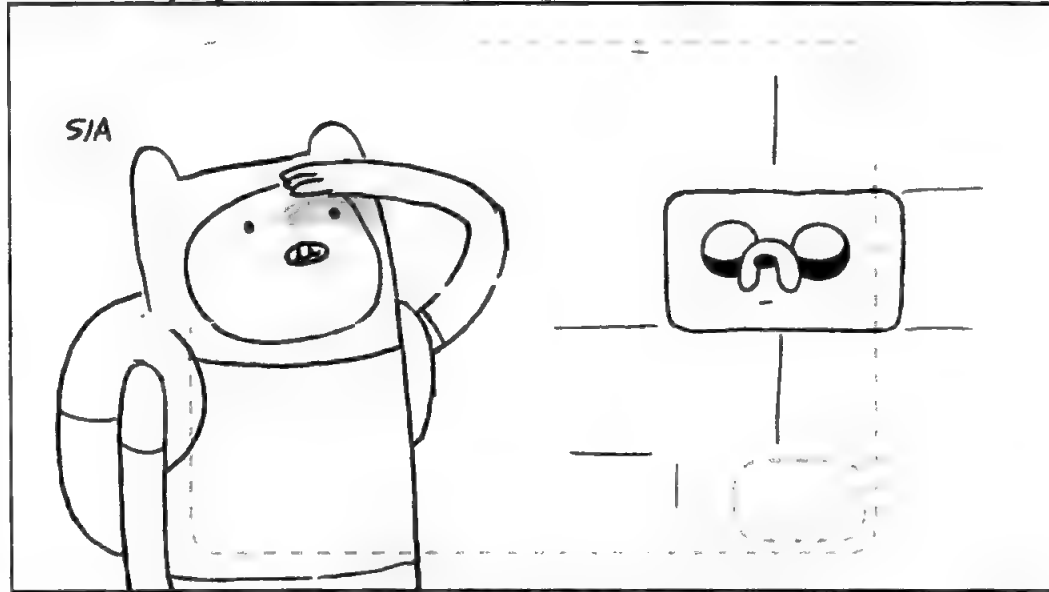
Page 55

Sc. 30 *cont*

Pnl. C

Bg.

day night

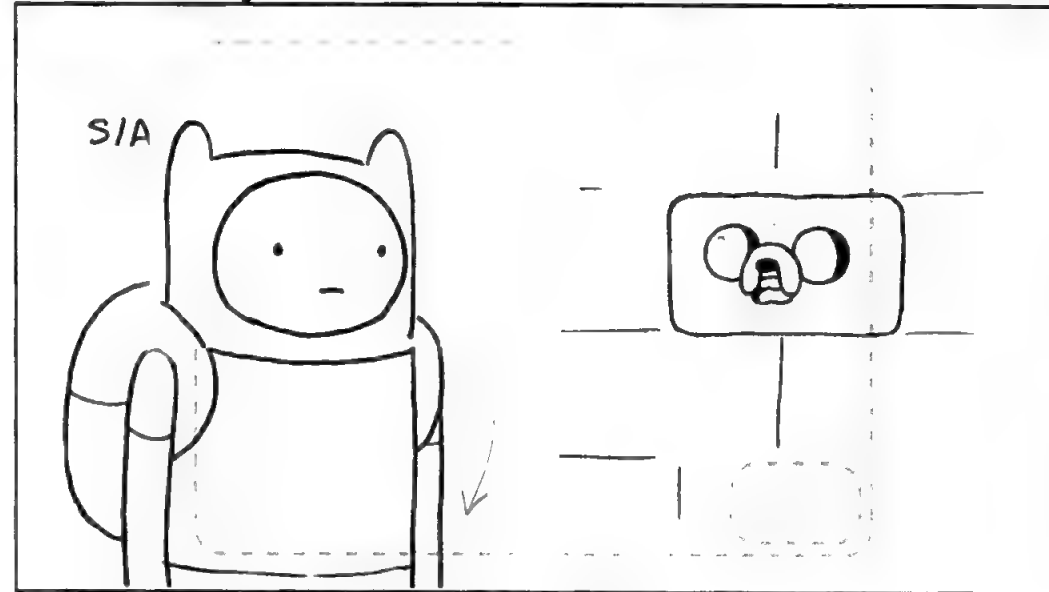


Sc. 30 *cont*

Pnl. D

Bg.

day night



Dialog:

F / WELP, I GUESS I SHOULD HEAD BACK.

J / OH ... REALLY ? SO SOON ?

Action:

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

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ADVENTURE TIME



Page 56

Sc. 30 *CONT*

Pnl. *E*

Bg.

day night

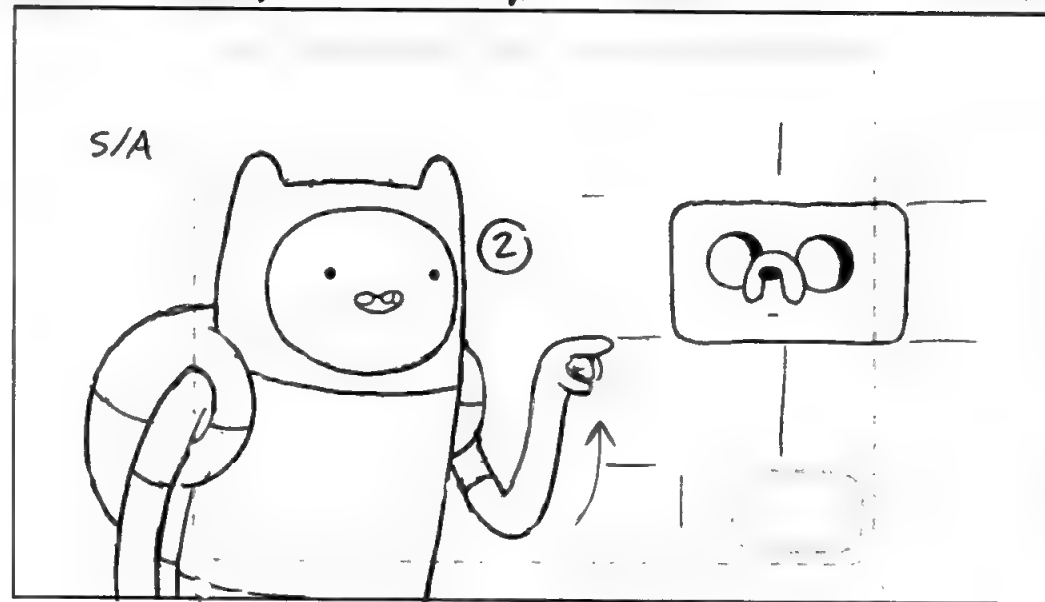
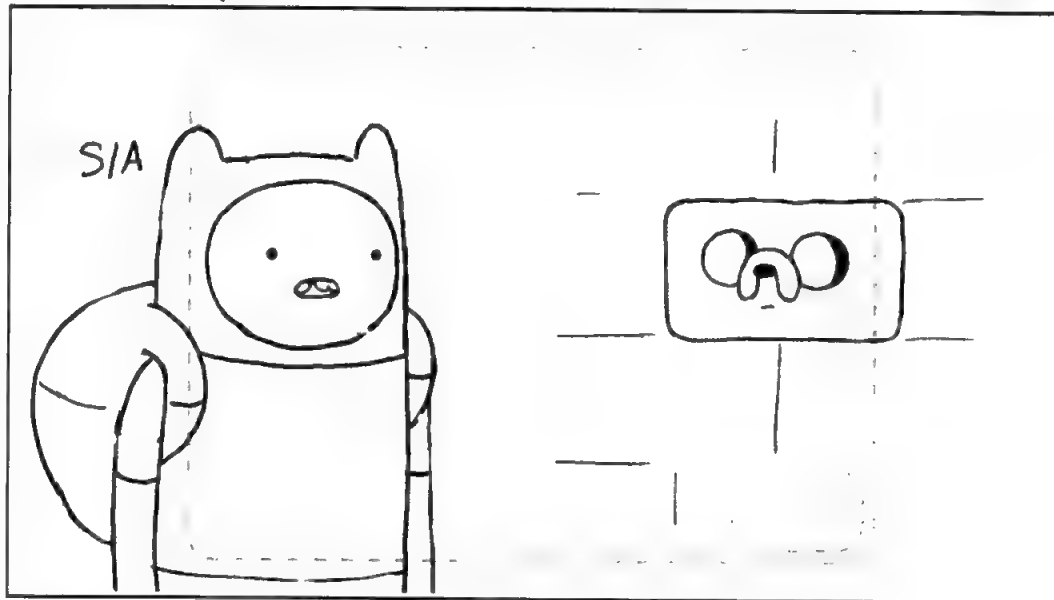
Sc. 30 *CONT*

Pnl. *F*

Bg.

day night

Handwritten: Hrd Cart



EPISODE # 1025-177

Dialog:

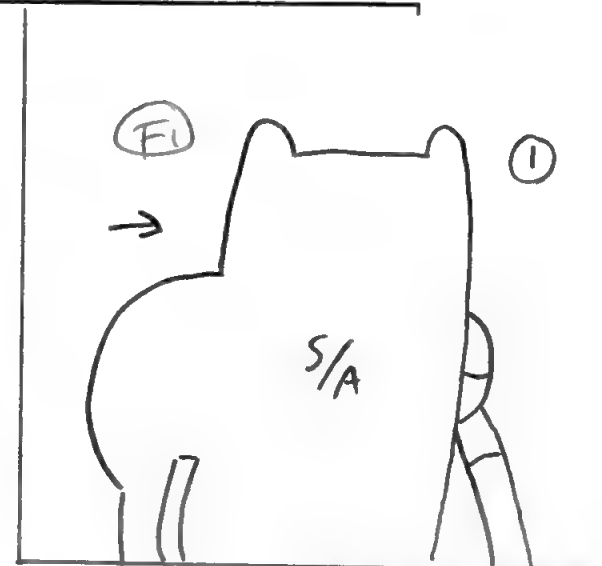
F/ YEAH, WELL, IT TOOK ME LIKE
HALF THE DAY TO GET HERE.

Action:

Timing:

① ②
F/ BESIDES, YOU'RE JUST A
BRICK, RIGHT?

MAR 20 2014



1025/177

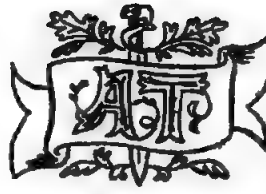
1025/177

1025/177

1025/177

Ho
Cut

ADVENTURE TIME



Ho
Cut

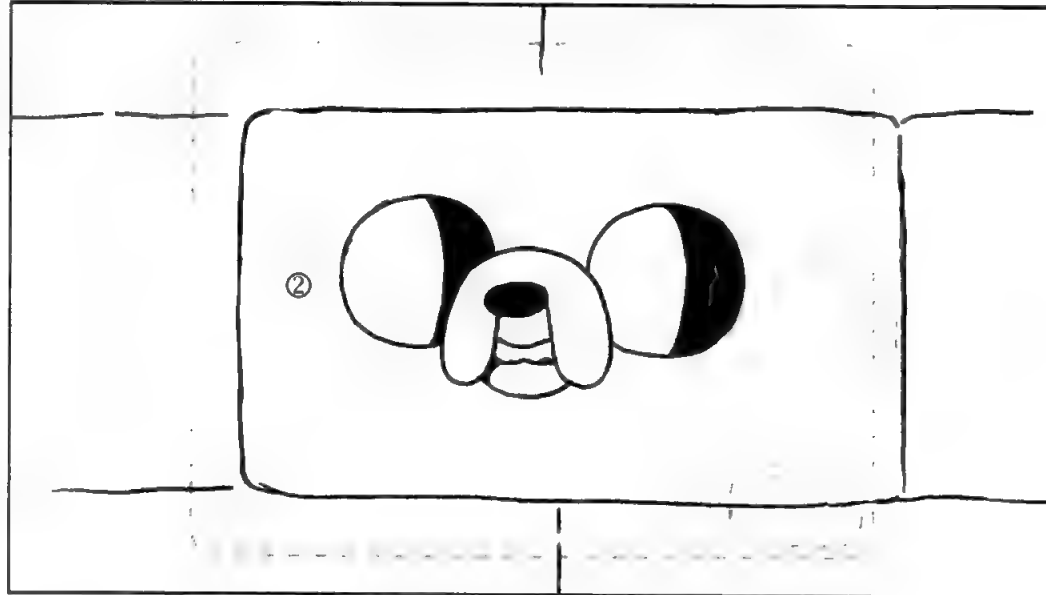
Page 57

Sc. 31

Pnl. A

Bg.

day night

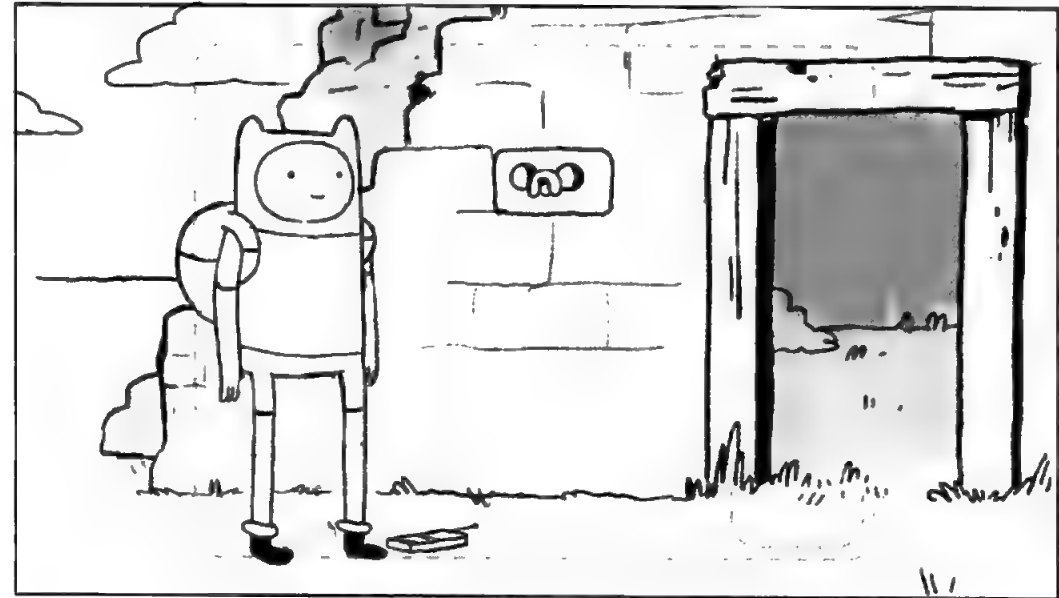


Sc. 32

Pnl. A

Bg.

day night



Dialog:

J/ HA HA HA HA HA ... YEAH

Action:

(A)



MAR 20 2014

Timing:

①

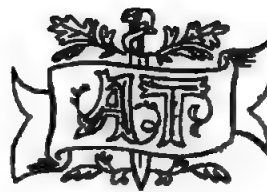
EPISODE # 1025-177

Production :

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1025/177

ADVENTURE TIME



Page 58

Sc. 32 *cont*

Pnl. B

Bg.

day night

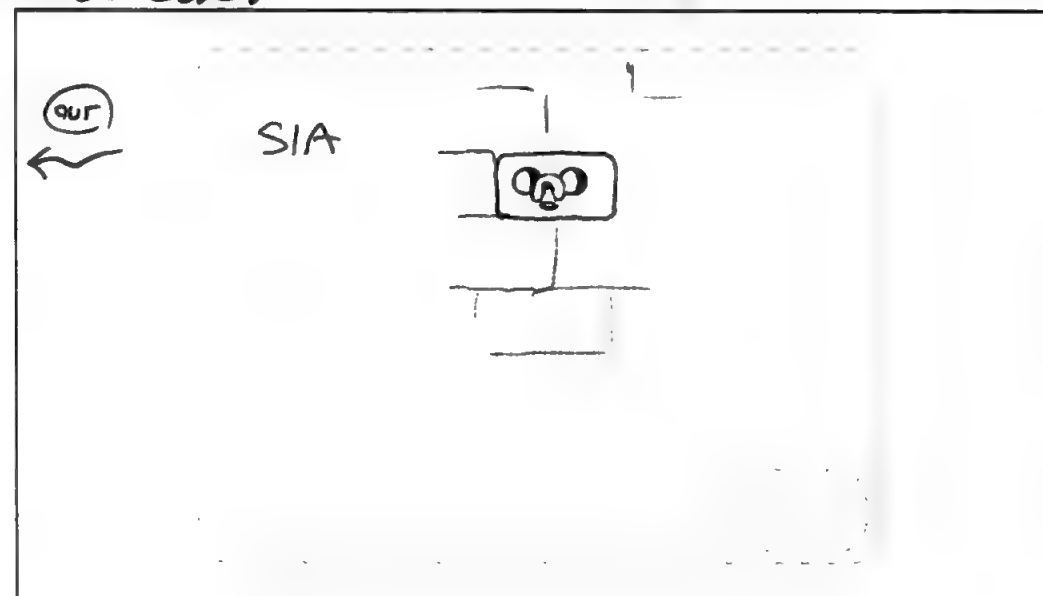


Sc. 32 *cont*

Pnl. C

Bg.

day night



Dialog:

F/ ALL RIGHT, SEE YA JAKE!

Action:

- F. TURNS AND WALKS OFF/S

Timing:

J. BYE!

MAR 20 2014

Production :

EPISODE # 1025-177

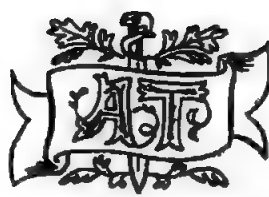
Hu
cut

1025/177

1025/177

HW
cut

ADVENTURE TIME



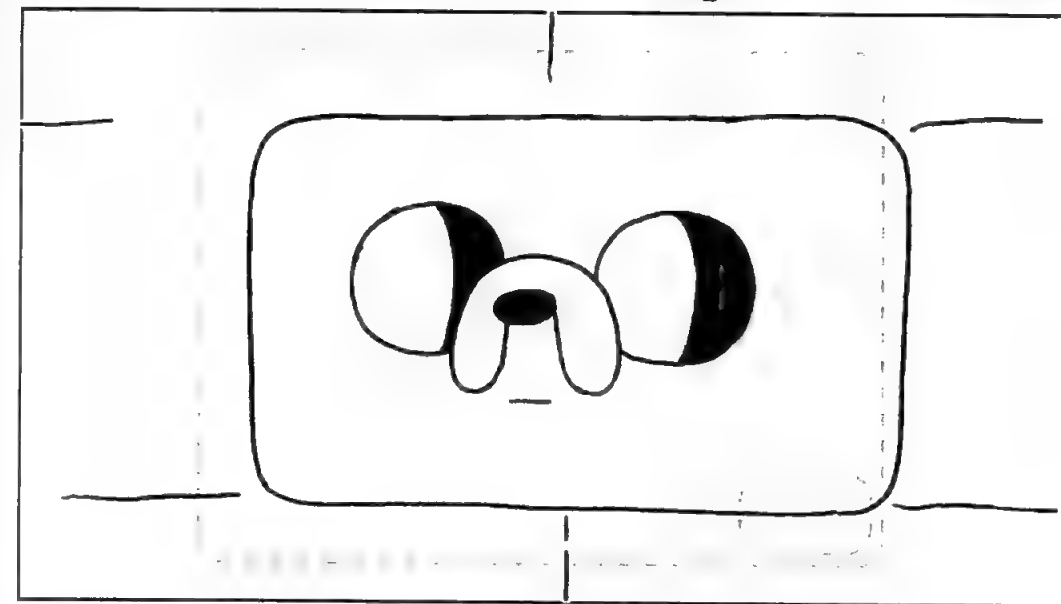
Page 59

Sc. 33

Pnl. A

Bg.

day night

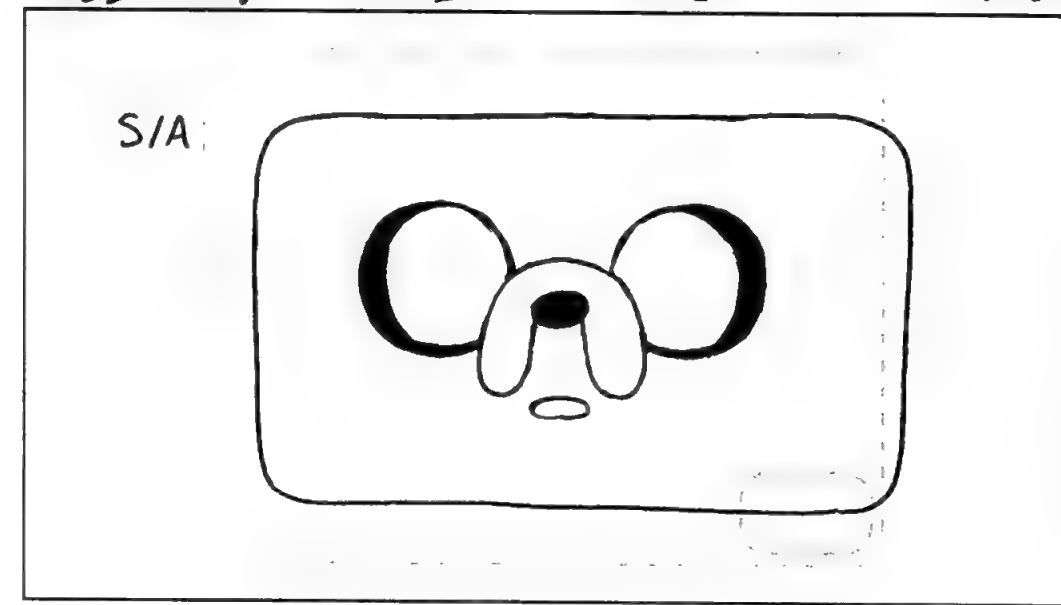


Sc. 33 *cut*

Pnl. B

Bg.

day night



Dialog:	
<p><u>J/</u> OKAY, BACK TO BEING A BRICK.</p>	
Action:	
Timing:	

MAR 20 2014

EPISODE # 1025-177

Production :

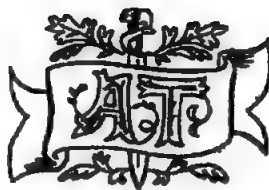
1025/177

1025/177

1025/177

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ADVENTURE TIME



Page 60

Sc. 33 *CONT*

Pnl. *C*

Bg.

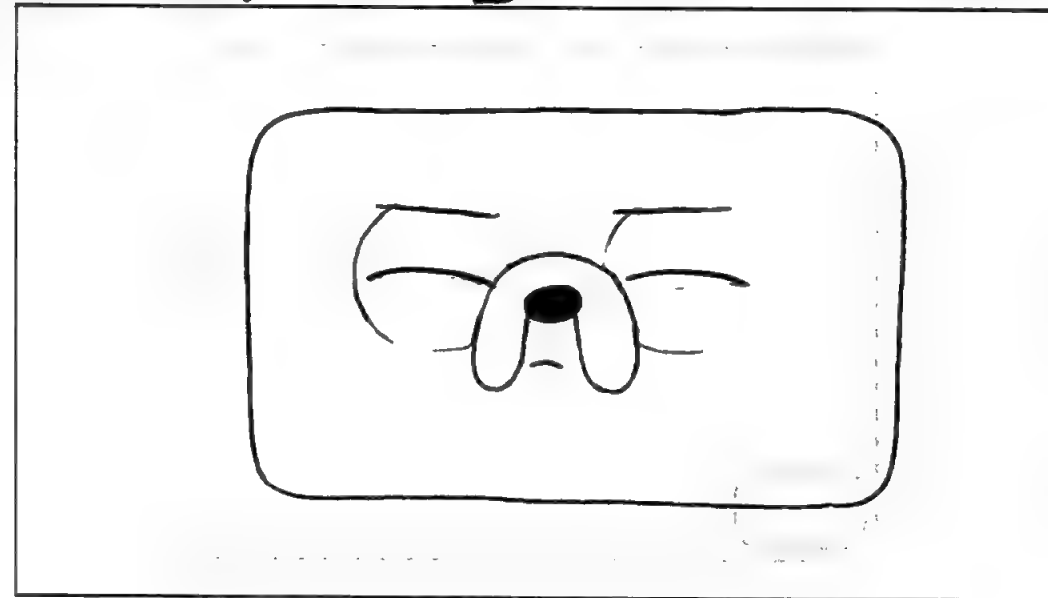
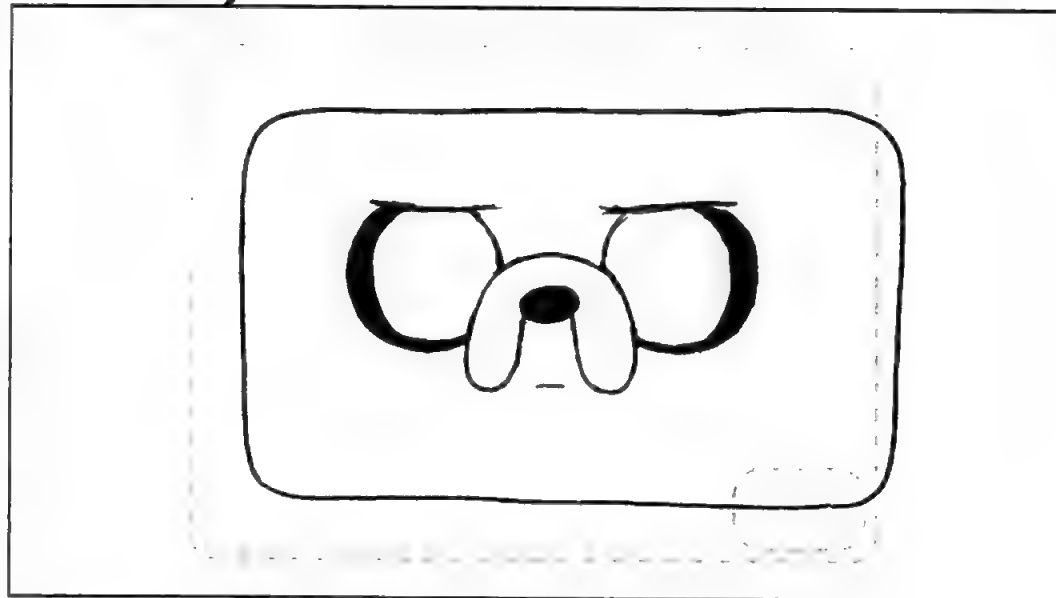
day night

Sc. 33 *CONT*

Pnl. *D*

Bg.

day night



Dialog:

Action:

-J. FURROWS HIS BROW

-J. CLOSES HIS EYES.

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

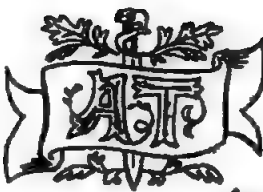
1025/177

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1025/177

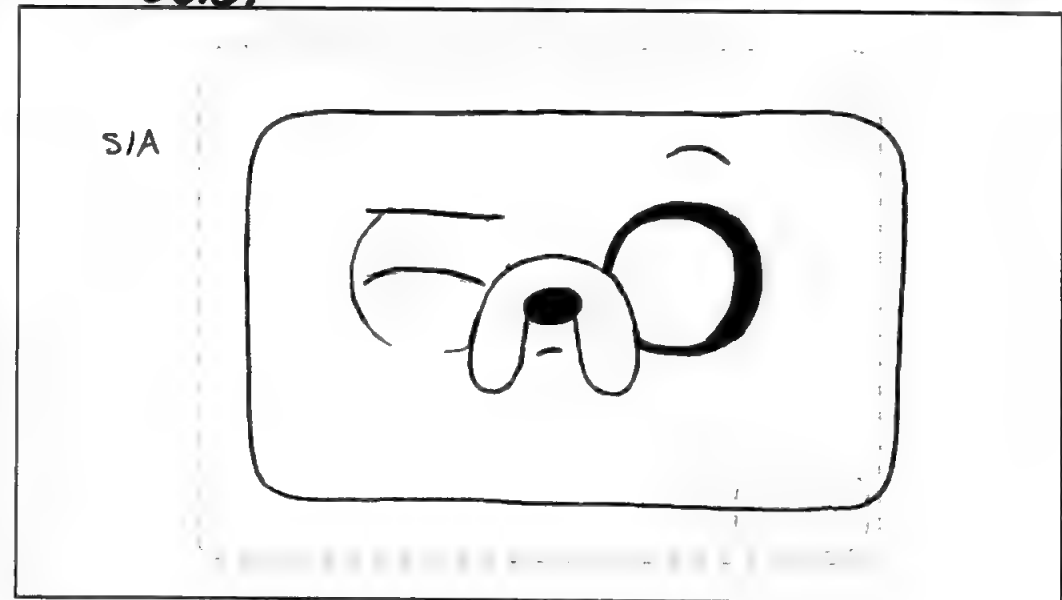
1025/177

ADVENTURE TIME

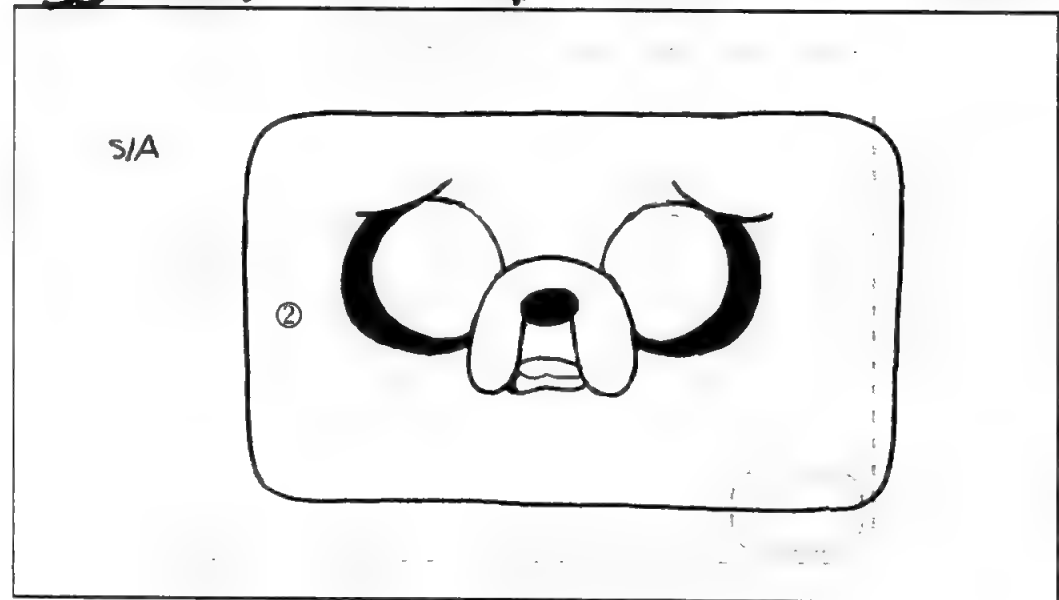


Page 61

Sc. 33 *CONT* Pnl. *E* Bg. day night



Sc. 33 *CONT* Pnl. *F* Bg. day night



Dialog:	
Action:	-J. OPENS ONE EYE
Timing:	<p><u>J/ I'M SO BORED</u></p> <p>(FI) ①</p> <p>MAR 20 2014</p>

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

ADVENTURE TIME

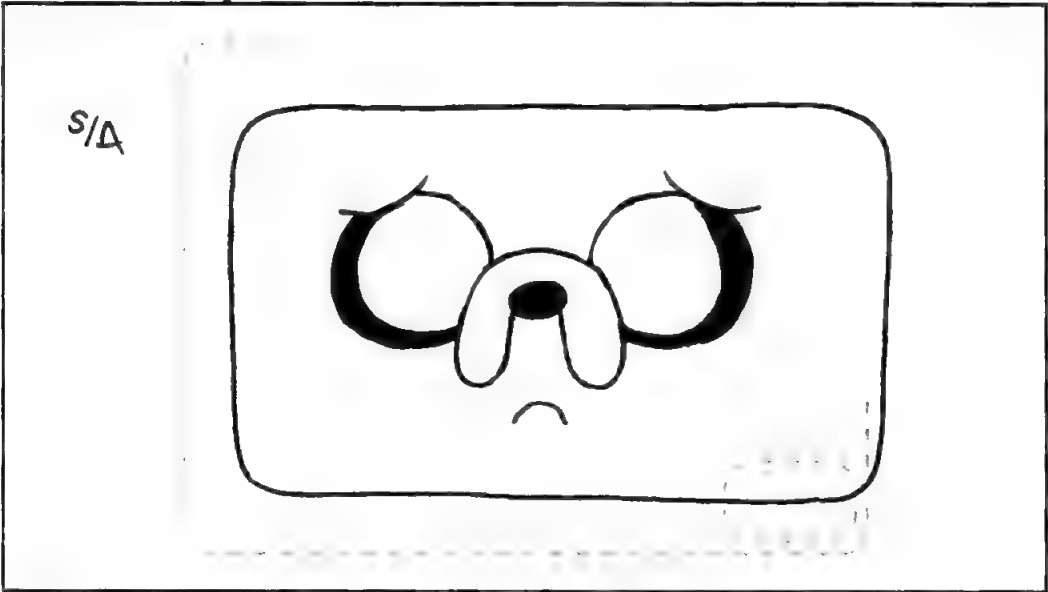


Sc. 33 *cont*

Pnl. G

Bg.

day night

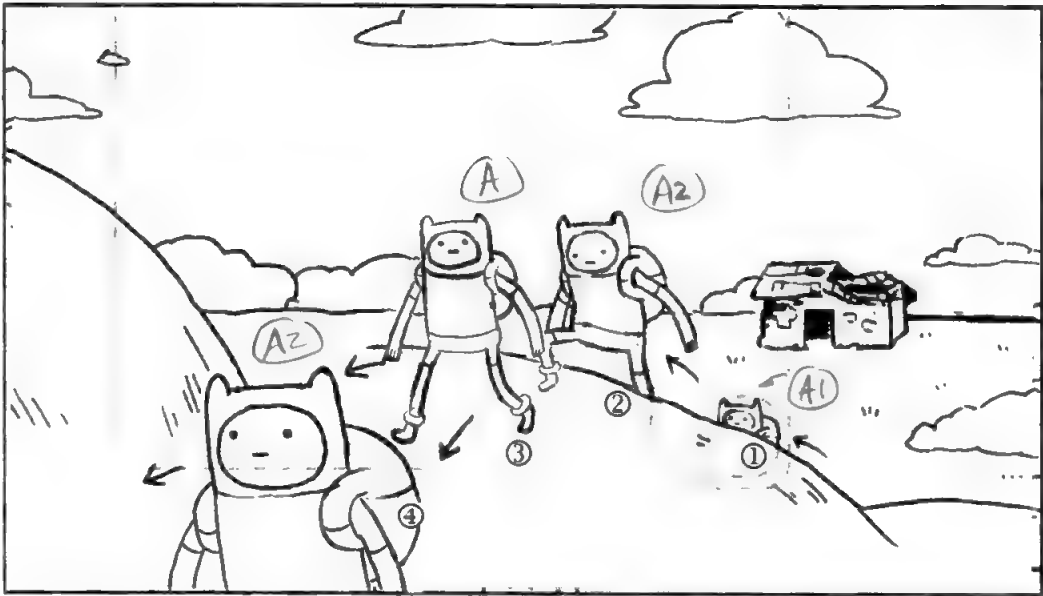


Sc. 34

Pnl. A

Bg.

day night



Dialog:

SFX : (SAD MUSIC)

Action:

- FINN WALKS OVER HILL AND OFF/S

Timing:

MAR 20 2014

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Production :

1025/177

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ADVENTURE TIME



Ho
Cut

Page 63

Sc. 34 *cont*

Pnl. B

Bg.

day night

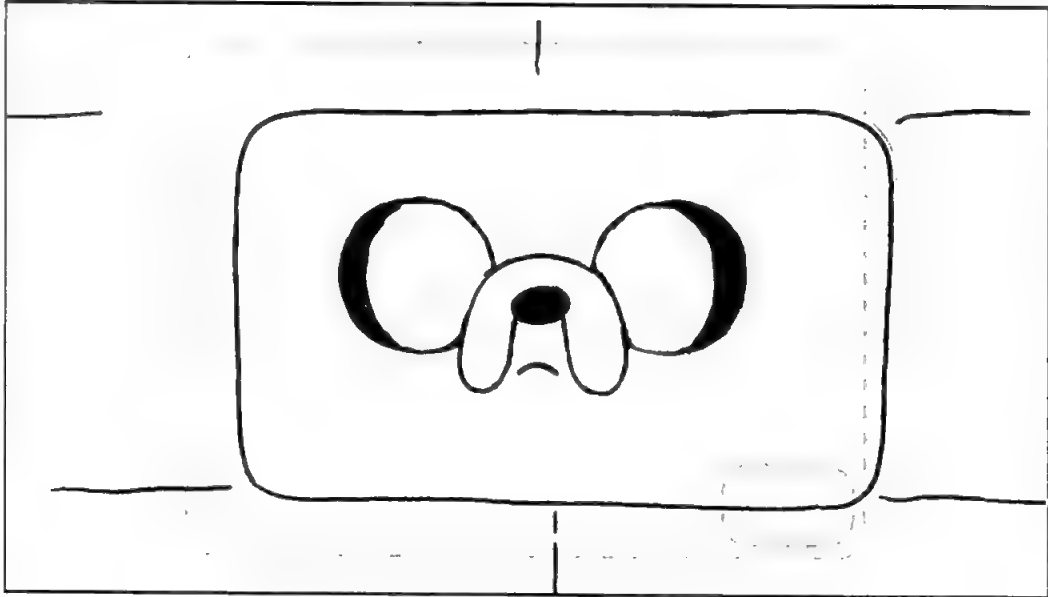


Sc. 35

Pnl. A

Bg.

day night



Dialog:

Action:

— TIME LAPSE TO DUSK

DUSK COLORS

MAR 20 2014

Timing:

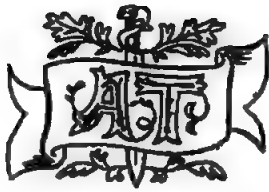
EPISODE # 1025-177

Production :

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ADVENTURE TIME



Page 64

Sc. 35 *CONT*

Pnl. B

Bg.

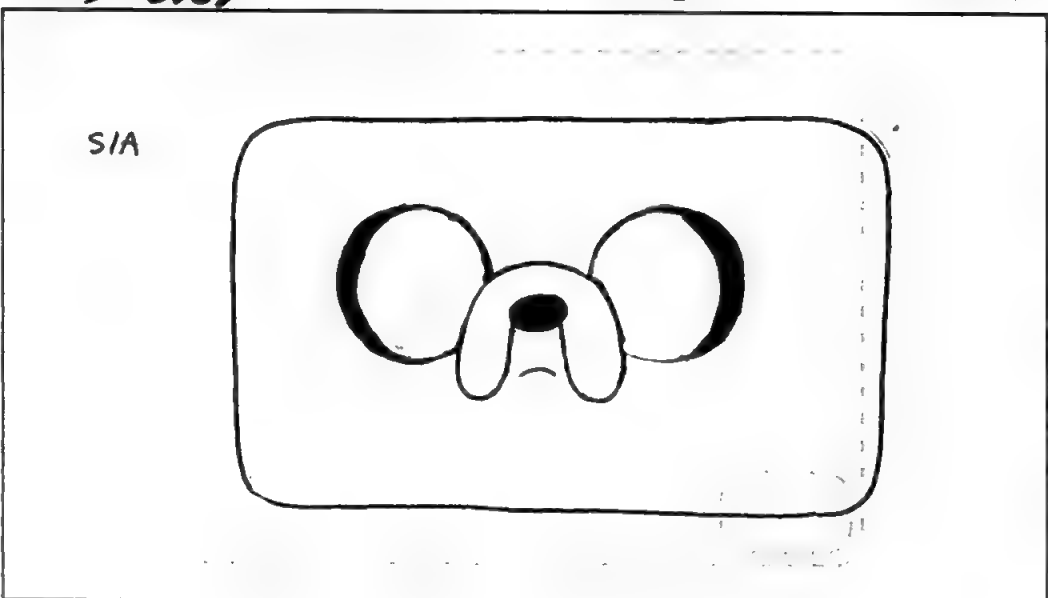
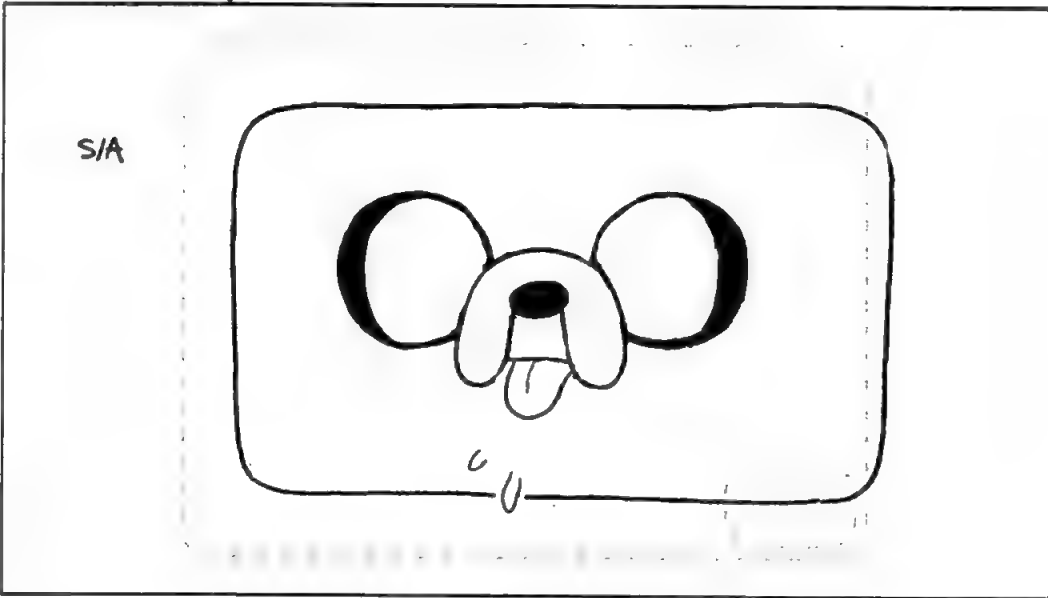
day night

Sc. 35 *CONT*

Pnl. C

Bg.

day night



Dialog: J / THBBBT TT!	
Action:	<div>MAR 20 2014</div>
Timing:	

EPISODE # 1025-177

Production :

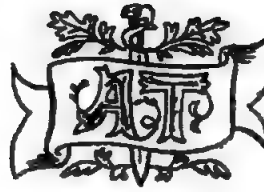
1025/177

1025/177

1025/177

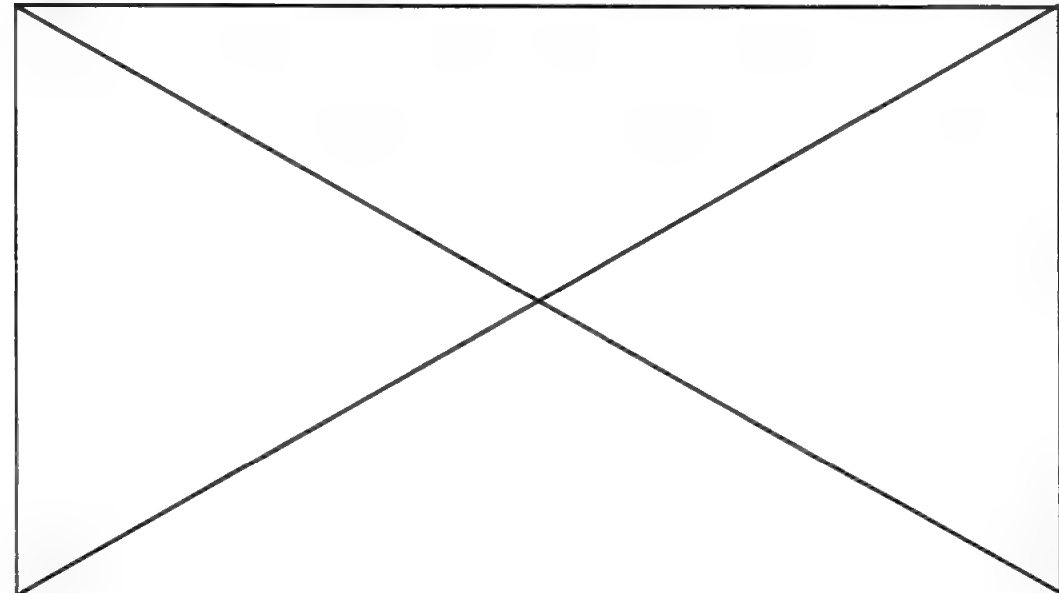
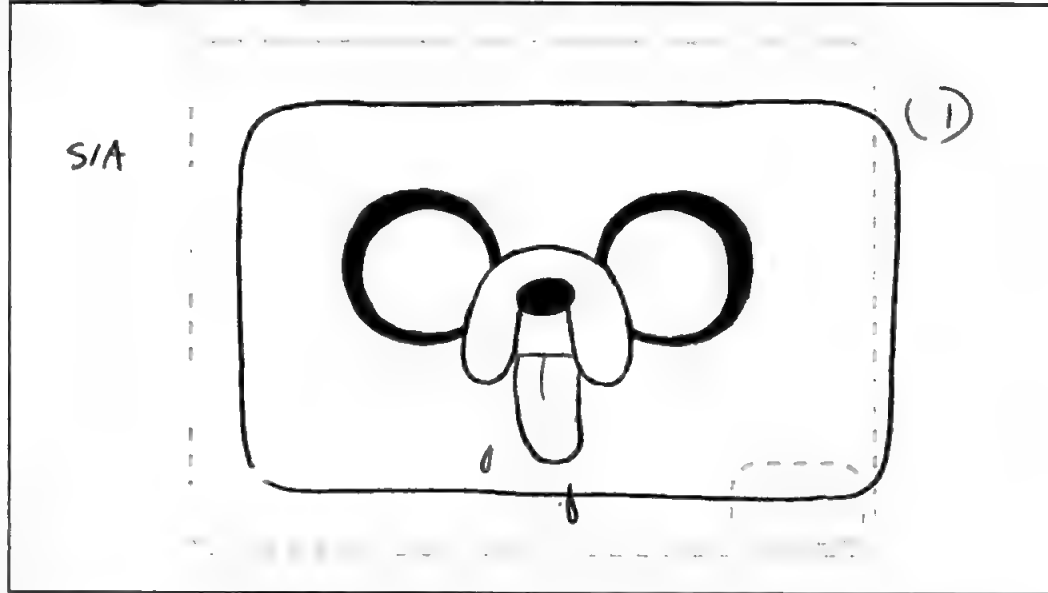
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ADVENTURE TIME



Sc. 35 cont Pnl D Bg. day night

Page 65
NO PGS 66-71
day night



Dialog:			
Action:	<p><u>J: THBBBT</u></p> <p>- J. RASPBERRIES HARDER.</p>		
Timing:	<p>MAR 20 2014</p>		

EPISODE # 1025-177

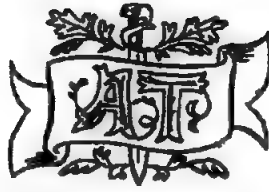
Production :

1025/17.7

1025/177

1025/177

ADVENTURE TIME



Page 72

Sc. 35 *CONT*

Pnl. E

Bg.

day night

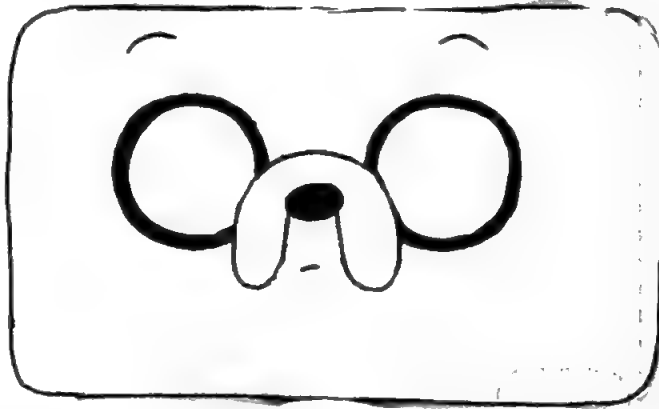
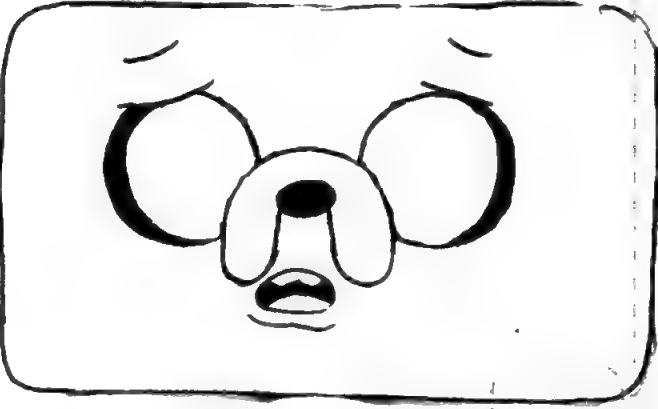
Sc. 35 *CONT*

Pnl. F

Bg.

day night

SIA



Dialog:

J/ I'M STARTING TO GET A LITTLE TIPPY IN MY TEACUPS

SFX/ * RUSTLE RUSTLE *

Action:

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

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ADVENTURE TIME

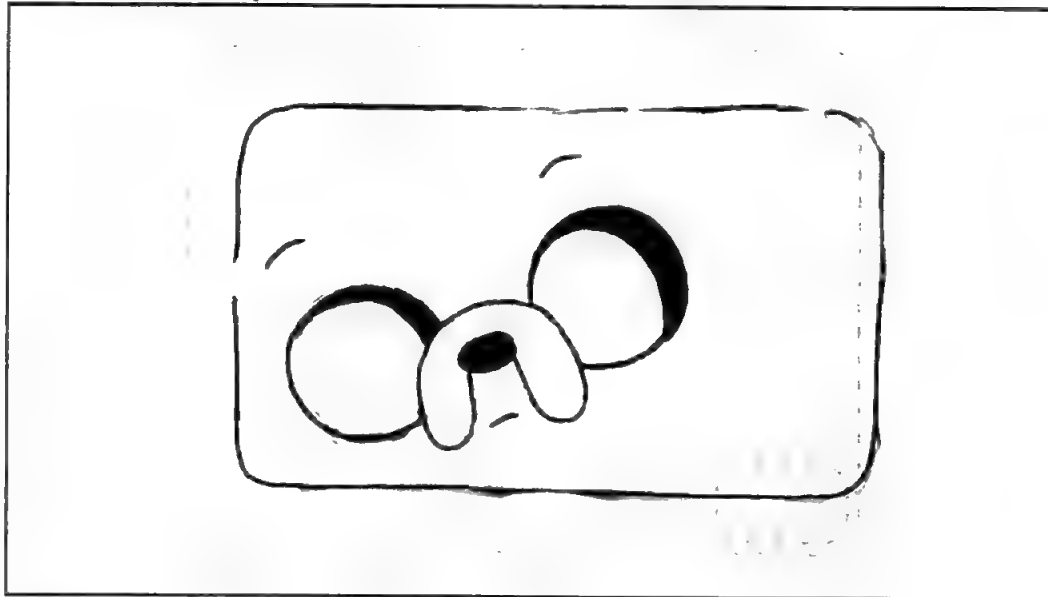


Page 73

Sc. 35 *CONT* Pnl. G

Bg.

day night



Sc. 36

Pnl. A

Bg.

day night



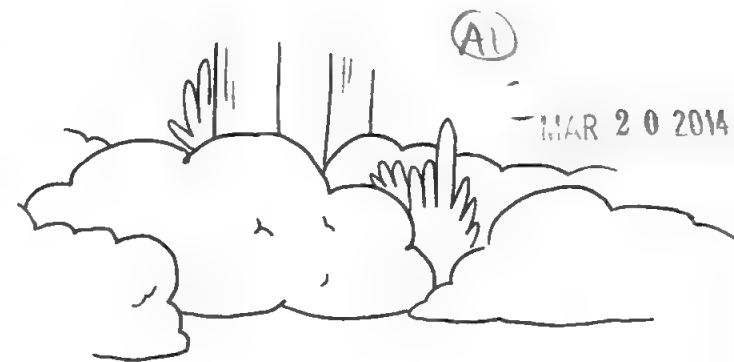
Dialog:

Action:

- J. LOOKS DOWN.

BUSH RUSTLING (A,B,A,B)

Timing:



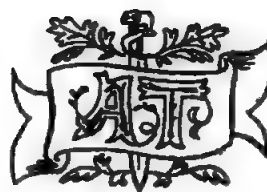
EPISODE # 1025-177

Production :

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1025/177

ADVENTURE TIME



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Sc. 36 cont

Pnl. B

Bg.

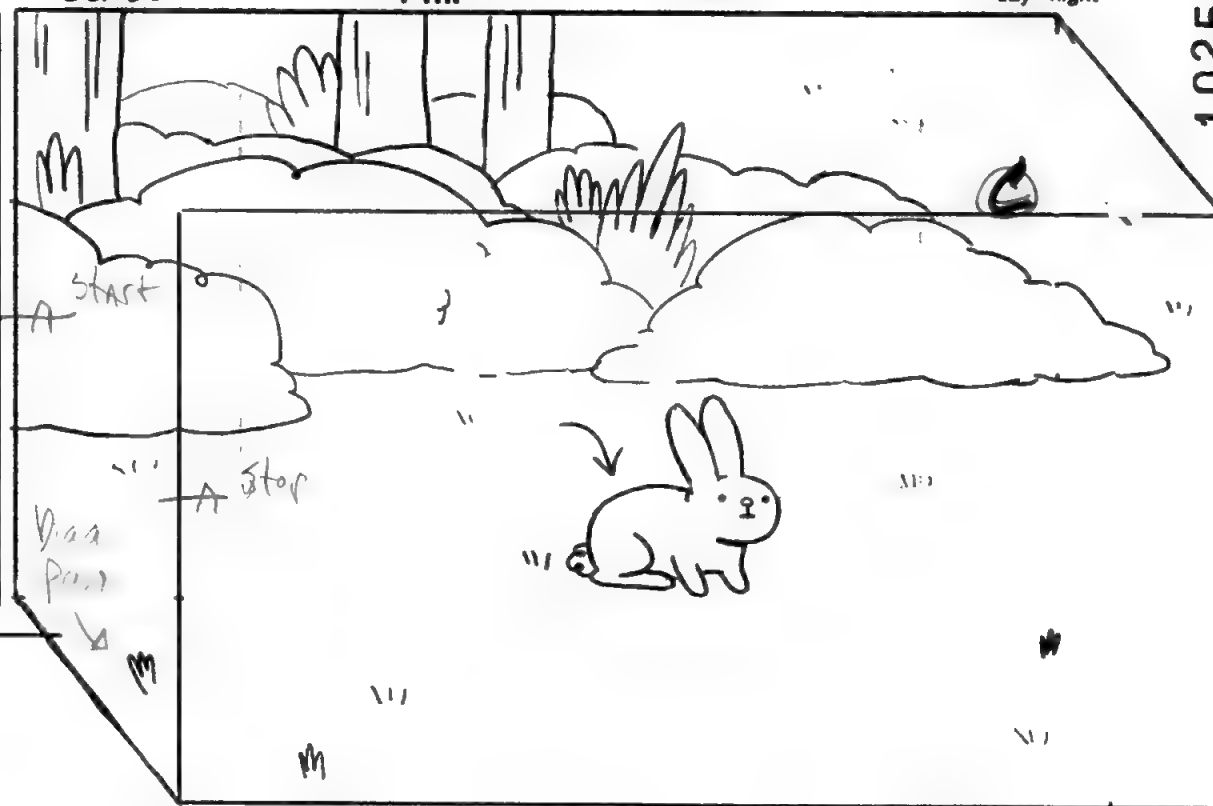
day night

Sc. 36

Pnl. C

Ba

day night



Dialog:

SFX: SKSH

Action:

- BUNNY HOPS OUT OF BUSH

- ADJ AS BUNNY LANDS

MAR 20 2014

Timing:

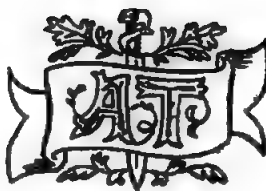
Production :

1025-177

1025/177

1025/177

ADVENTURE TIME

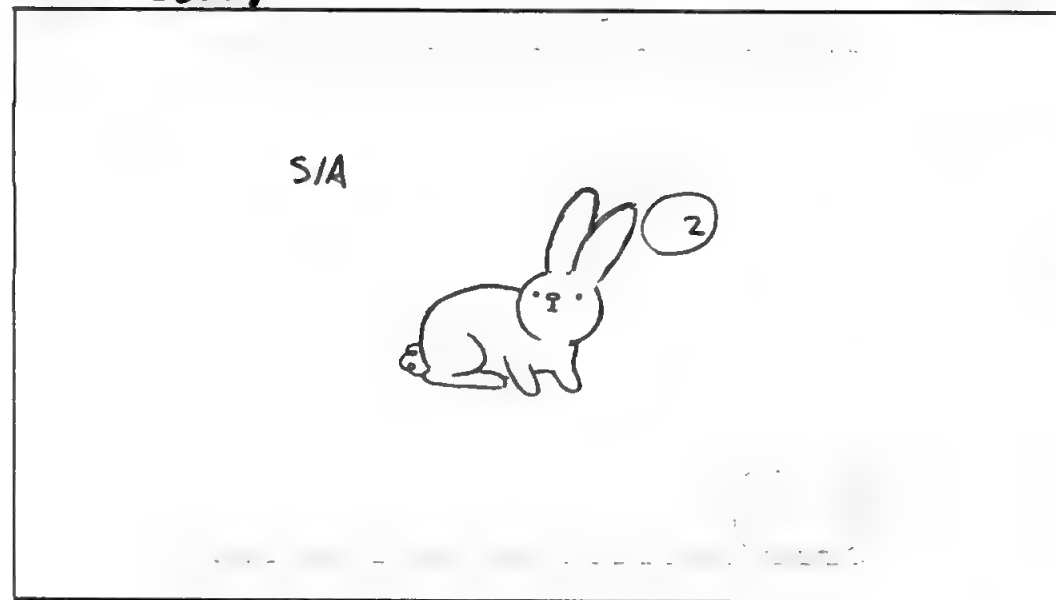


Page 75

Sc. 36 *CONT* Pnl. D Bg. day night



Sc. 36 *CONT* Pnl. E Bg. day night



Dialog:

Action:

- B. LOOKS AROUND.

Timing:

MAR 20 2014

Production :

EPISODE # 1025-177

Cut

1025/177

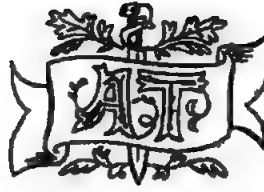
1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



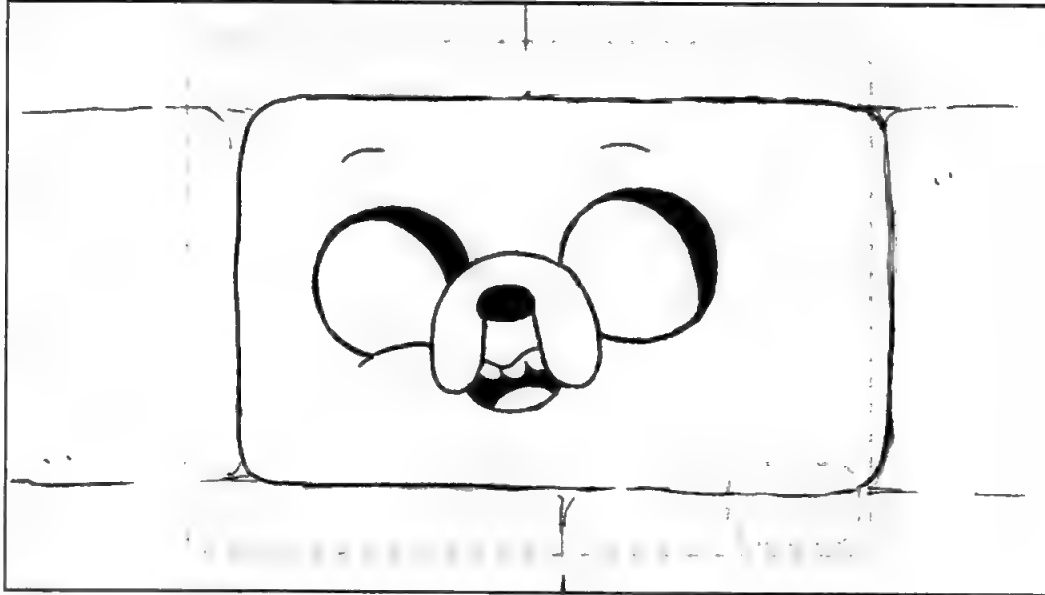
Page 76

Sc. 37

Pnl. A

Bg.

day night

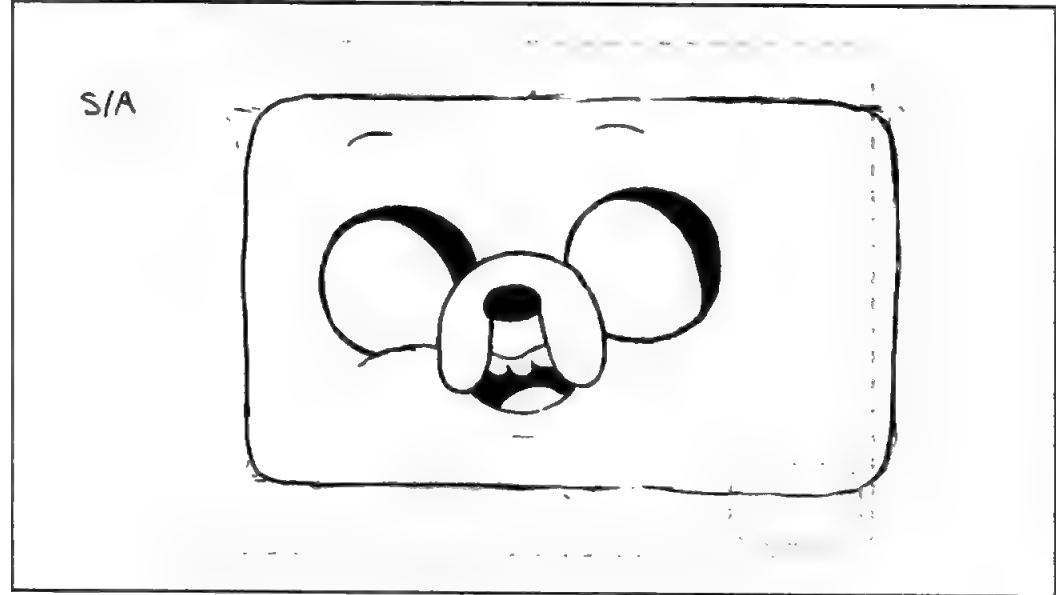


Sc. 37 *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ (WHISPERED) A BUNNY!

Action:

© 2014

Timing:



(A) SP

Cut

EPISODE # 1025-177

Production :

1025/177

1025/177

Cut

ADVENTURE TIME



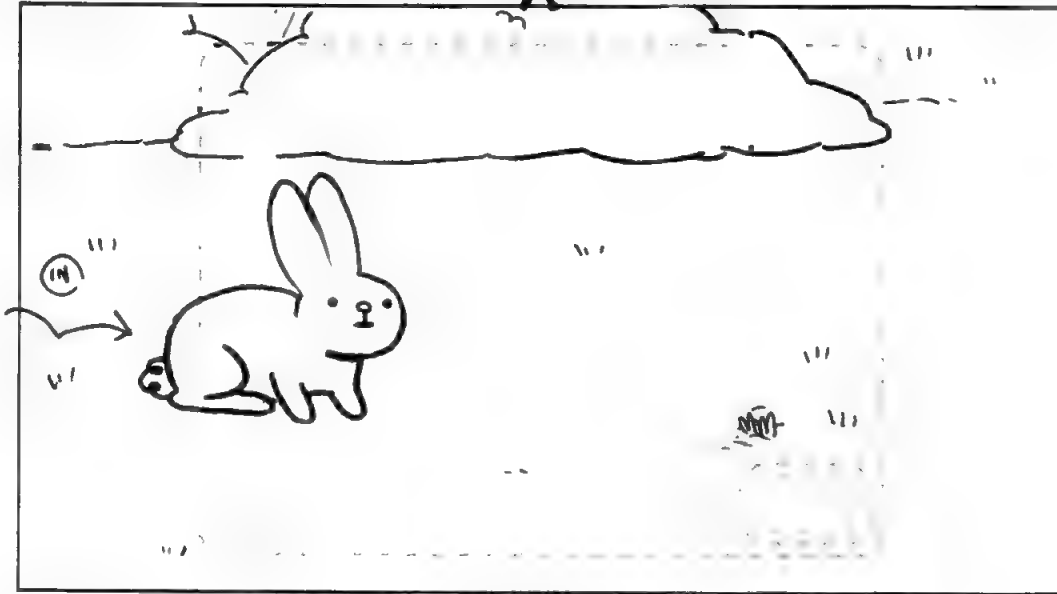
Page 77

Sc. 38

Pnl. A

Bg.

day night

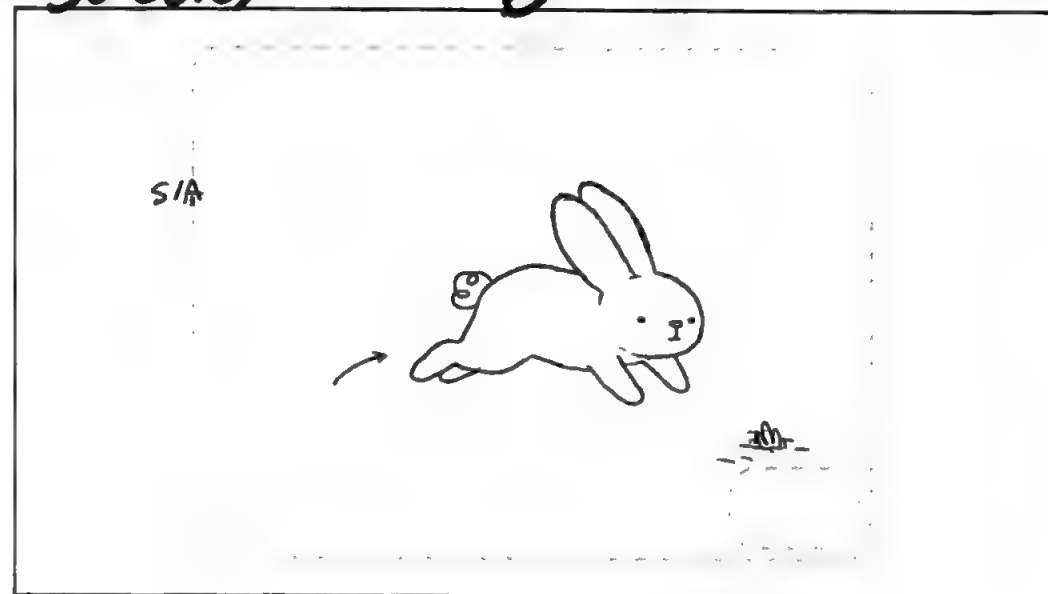


Sc. 38 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- BUNNY HOPS ON'S.

BUNNY HOPS

Timing:



MAR 20 2014

EPISODE # 1025-177

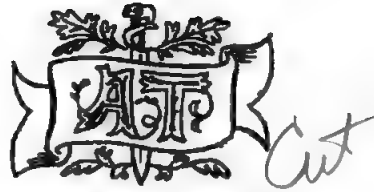
Production :

1025/177

1025/177

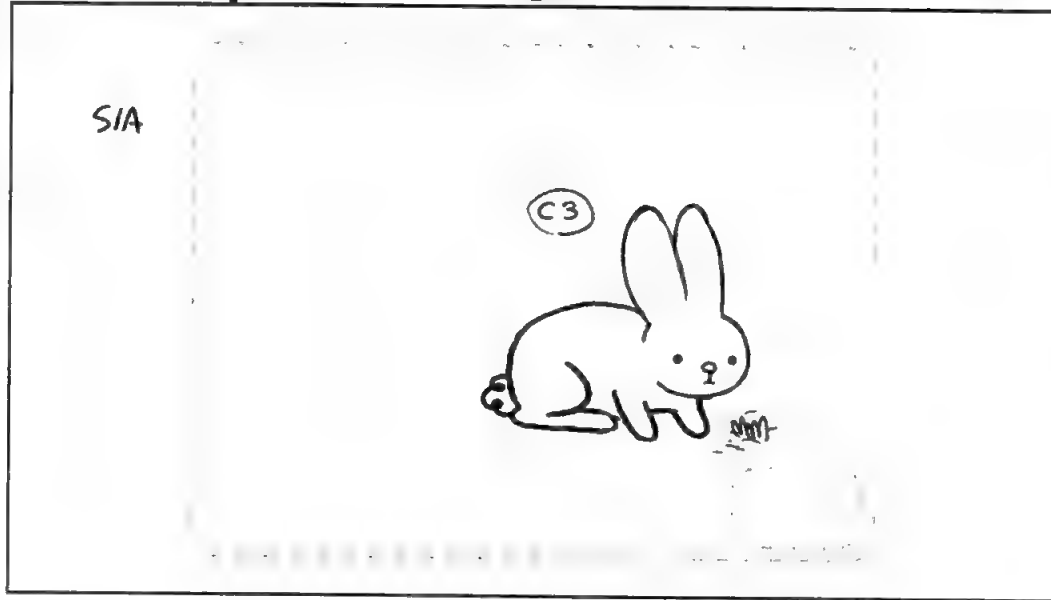
1025/177

ADVENTURE TIME

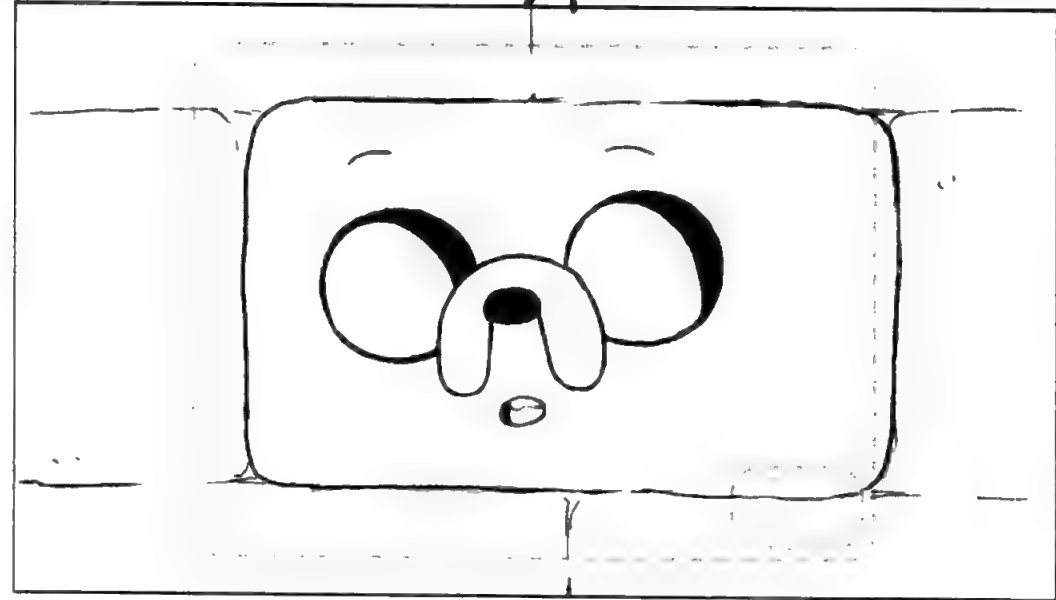


Page 78

Sc. 38 *cont* Pnl. *C* Bg. day night



Sc. 39 Pnl. *A* Bg. day night



Cut

EPISODE # 1025-177

1025/177

Dialog:		
Action:		
Timing:		

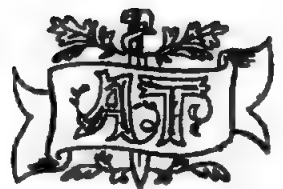
BUNNY LOOKS AROUND

MAR 20 2014

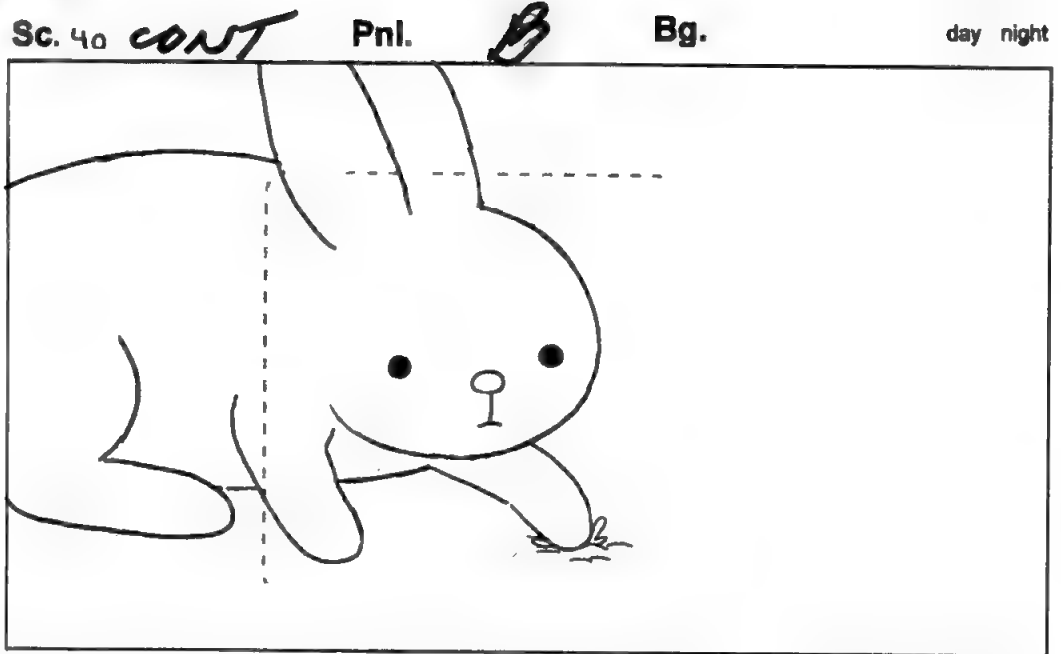
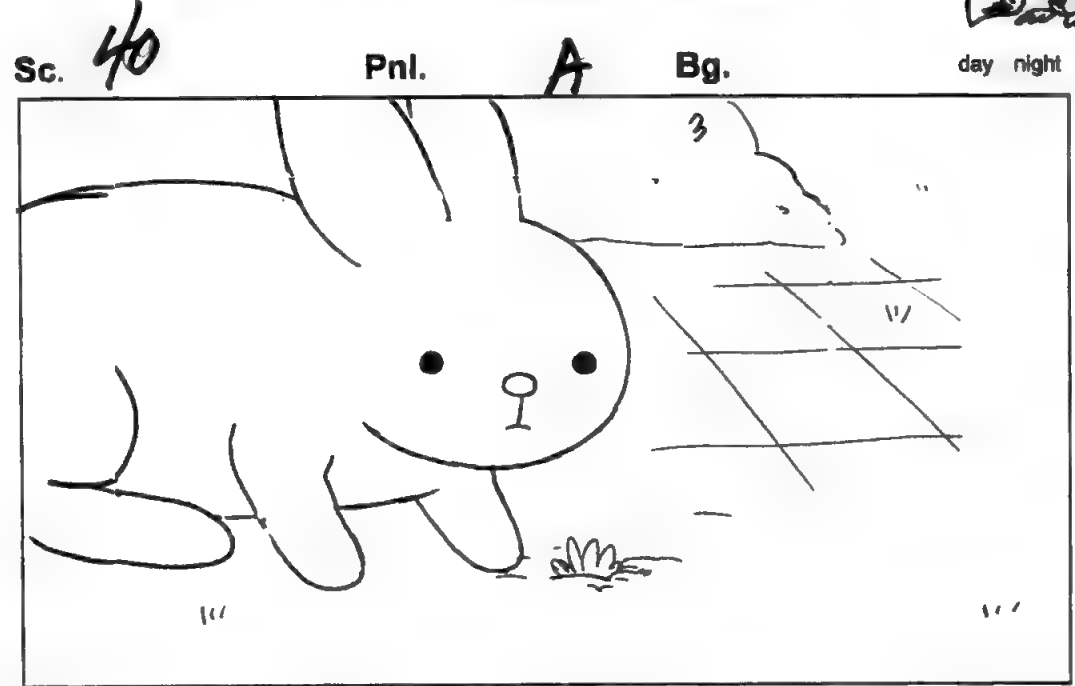
Production :

1025/177

ADVENTURE TIME



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Dialog:

Action:

Timing:

— BUNNY PAWS GROUND
(B-BI-B-BI)

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

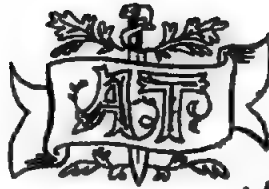
1025/177

1025/177

Cut

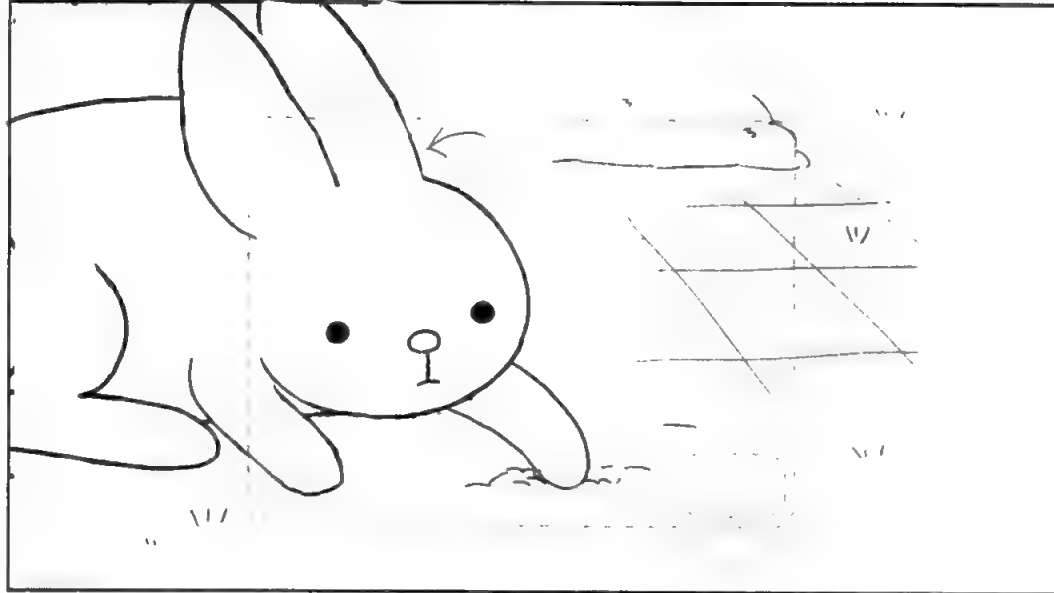
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ADVENTURE TIME

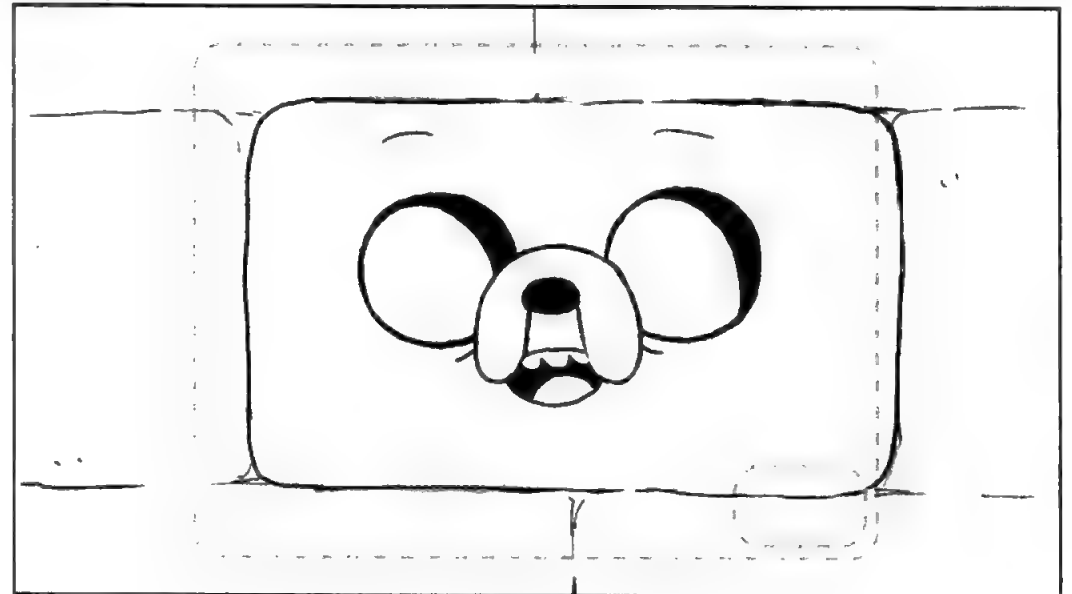


Page 80

Sc. *40 CONT* Pnl. *C* Bg. day night



Sc. *41* Pnl. A Bg. day night



Dialog:

SFX - PAW PAW

Action:

*-BUNNY
PAWING*

Timing:



J/ LOOKS LIKE OUR LONG-EARED FRIEND IS ON TO SOMETHING.

MAR 20 2014

EPISODE# 1025-177

Production :

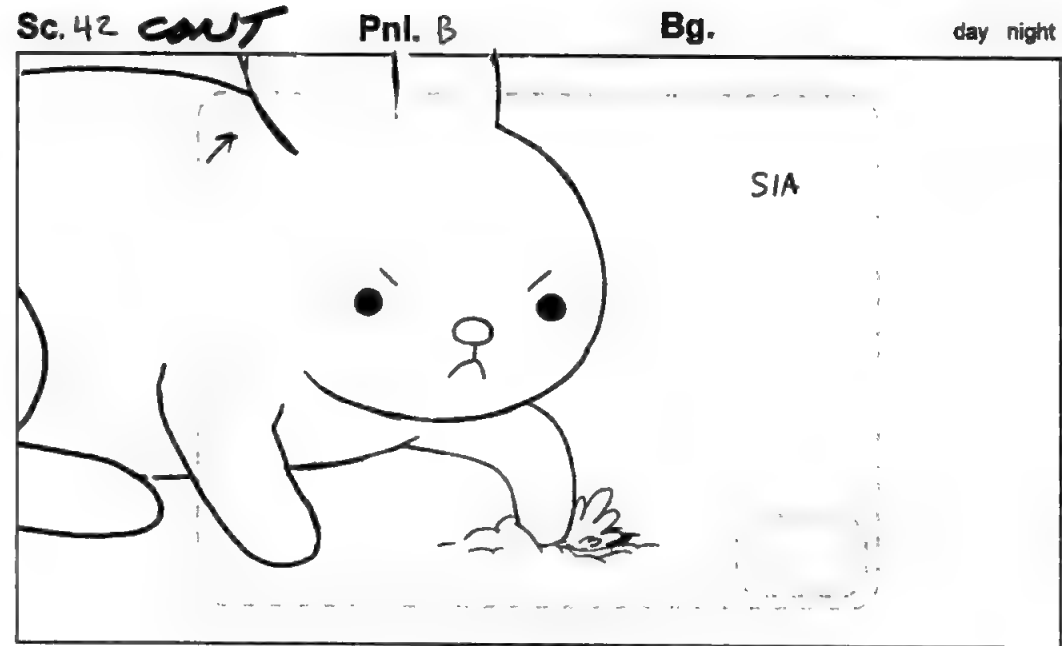
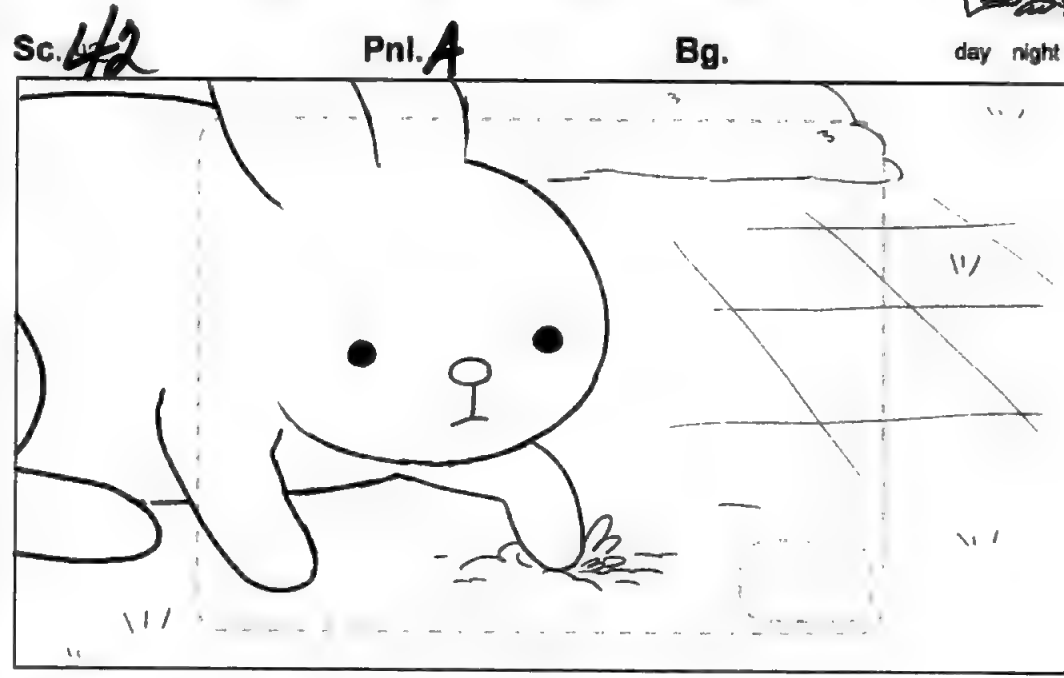
1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



Dialog:	J/ (O/S) BUNNIES LOVE TO DIG...	(A)	J/ (O/S) HE'S MAKING A SUPREME EFFORT AND I THINK I CAN GUESS WHY.	(B)
Action:	- PAW PAW		- VIGOROUS PAWING (ABAB AB)	
Timing:				

MAR 20 2014

Production :

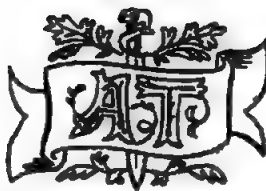
EPISODE # 1025-177

1025/177

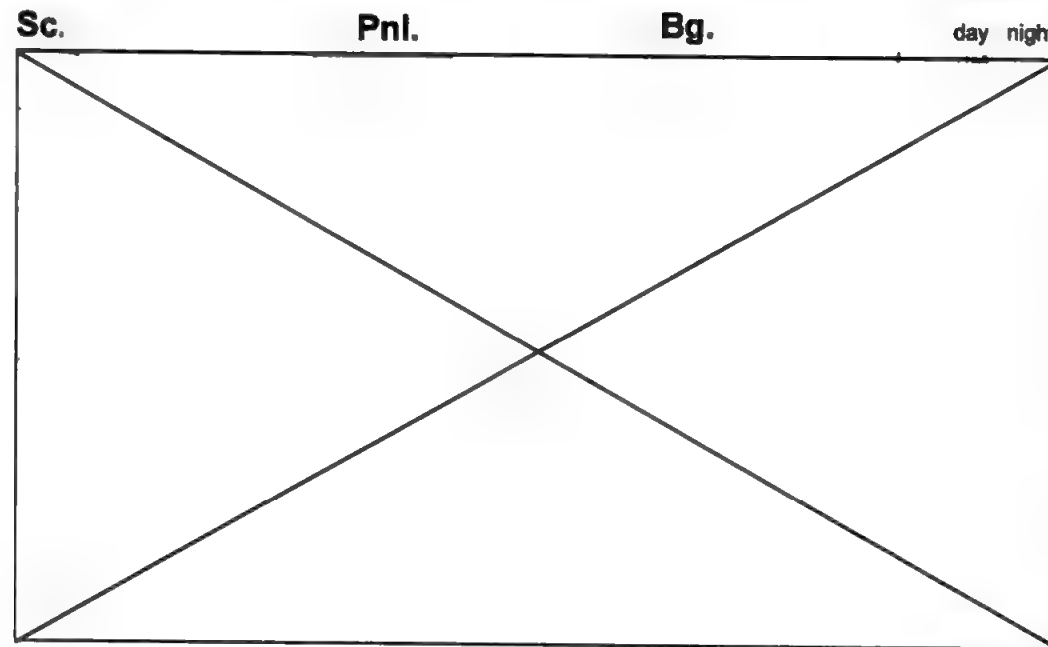
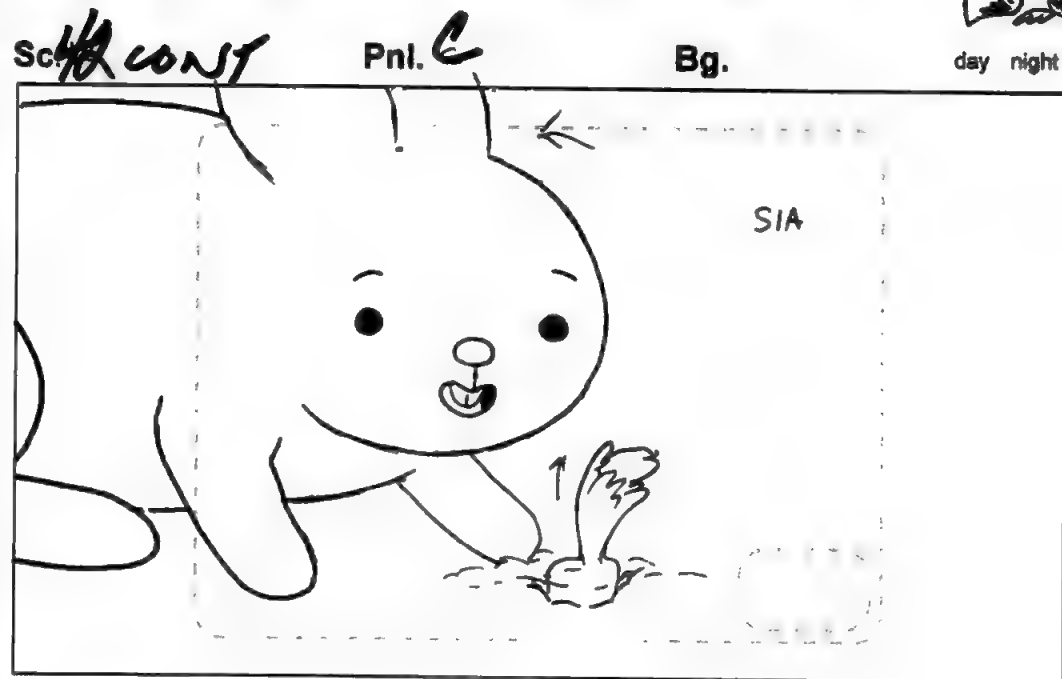
1025/177

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ADVENTURE TIME



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Dialog:

J/ (O/S) THAT'S RIGHT, A CARROT GROWING OUT HERE FREE AND WILD. . .

Action:

-CARROT IS REVEALED BY PAWING.

MAR 20 2014

Timing:

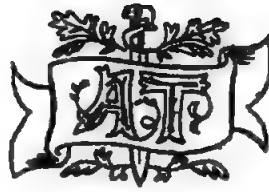
EPISODE # 1025-177

Production :

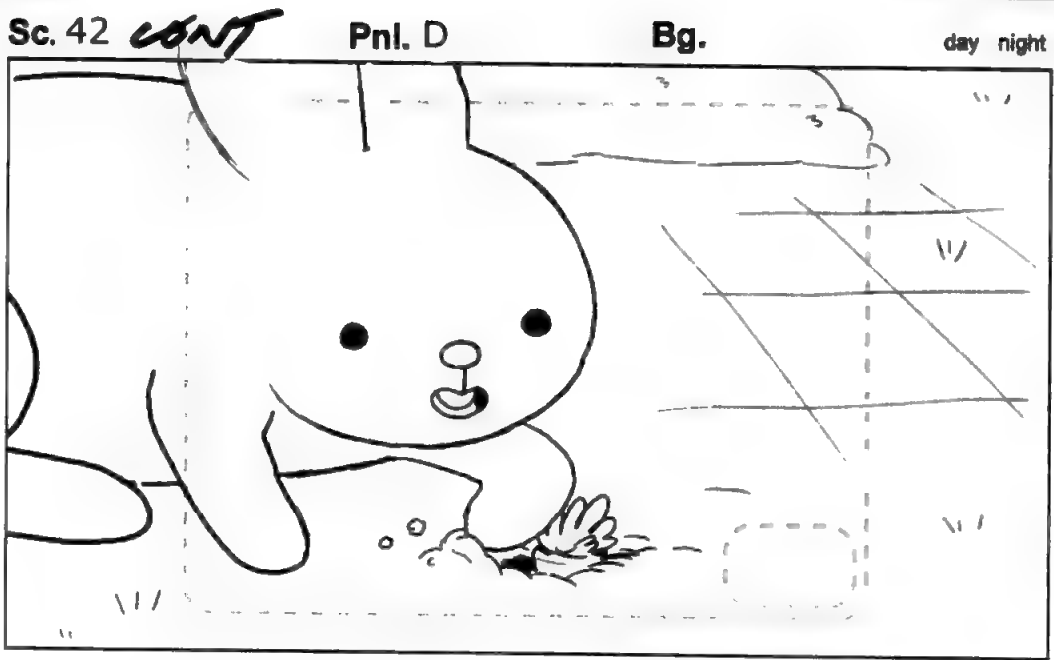
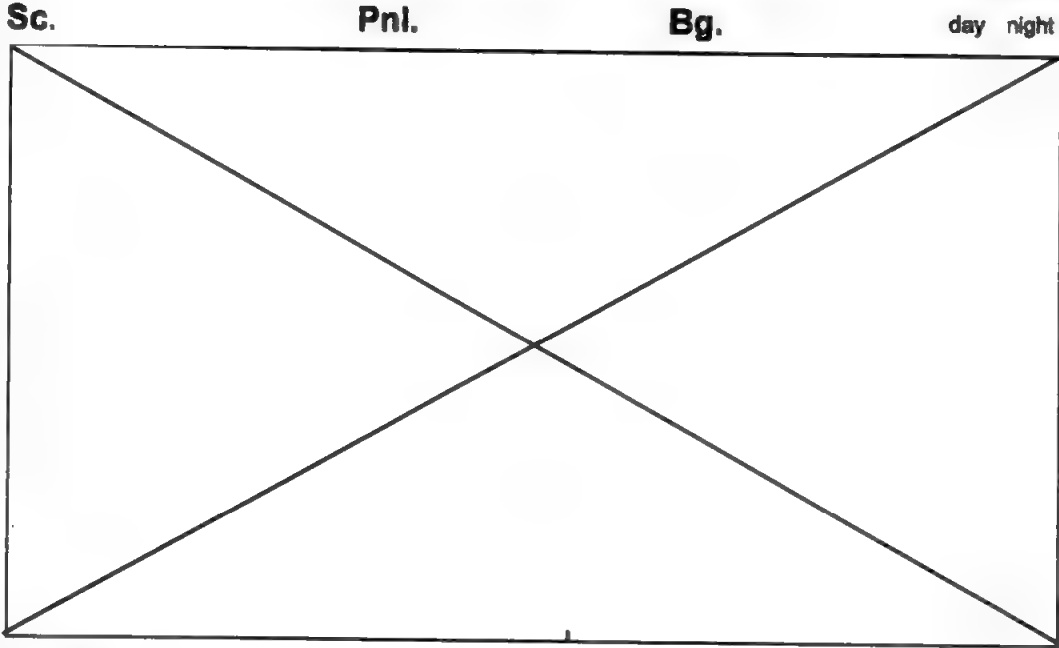
1025/177

1025/177

ADVENTURE TIME



Page 83



Dialog:

Action:

Timing:

J/ PROBABLY THE RESULT OF A STRAY SEED POOPED OUT BY A PASSING BIRD.

- PAW PAW

(D)

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Production :

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1025/177

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ADVENTURE TIME



NO SC'S
43-45

Sc. 42 *CONT*

F

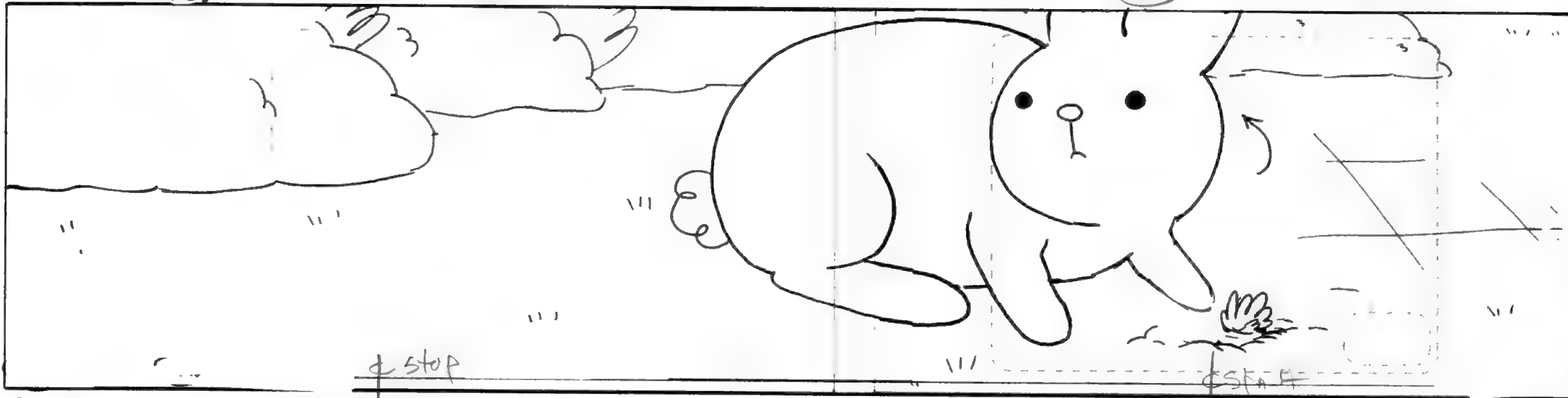
Bg.

day night

E

Page *84*
NO PG-85

170
CA



stop

Dialog:

*SFX: *SKSMH**

J/ (O/S) WHAT'S THIS? A MYSTERIOUS RUSTLING IN THE BUSH...

SFX: [BUSH SHAKING]

Action:

- B. LOOKS UP
- PAN LEFT AS BUSH SHAKES

MAR 20 2014

Timing:

Production :

EPISODE# 1025-177

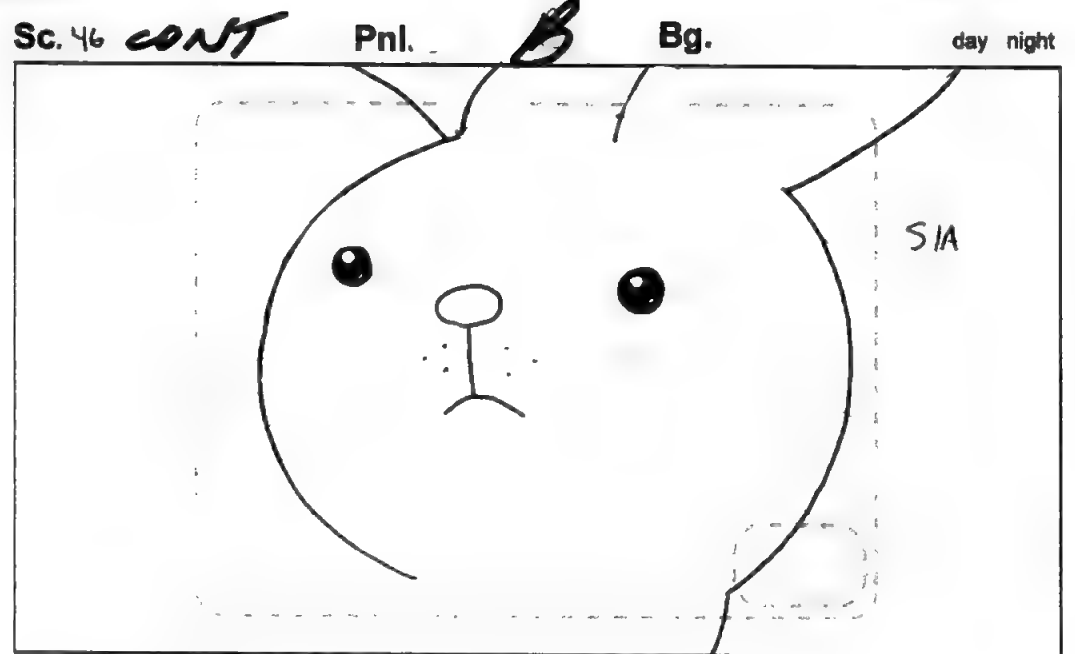
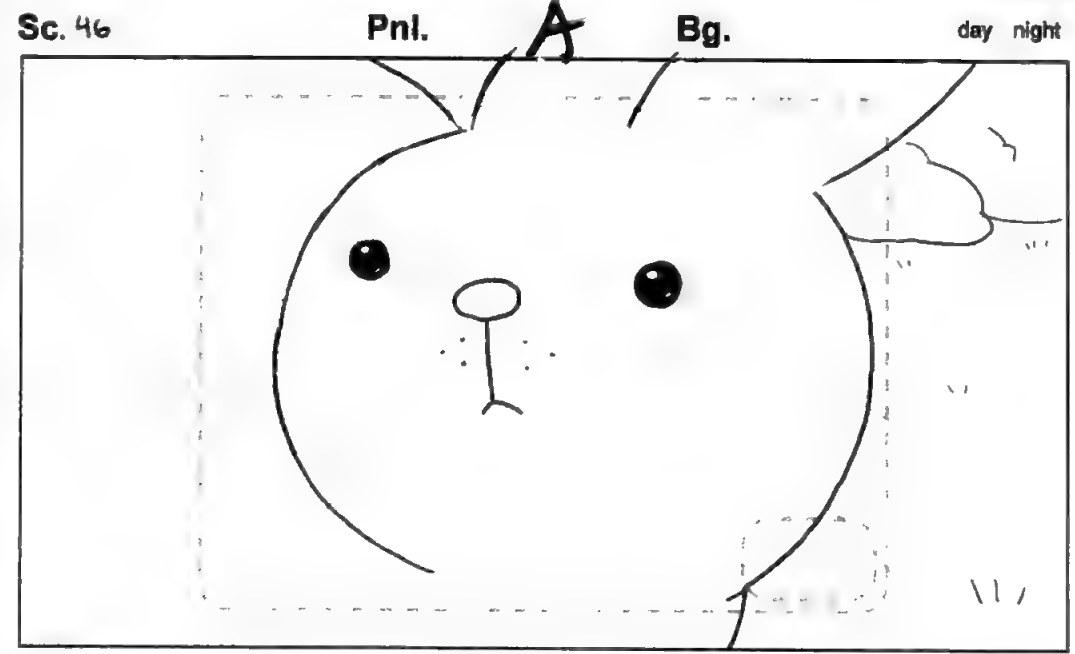
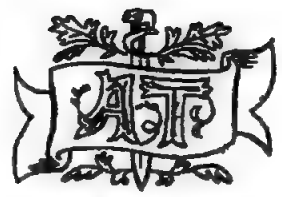
1025/177

1025/177


1025/177

140 cut

ADVENTURE TIME



cut

Dialog:	
J (o.s.)/ Could mean trouble. Mr. Bunny seems to think so. His sensitive whiskers quiver at the hint of imminent danger...	
Action:	
Timing:	MAR 20 2014

EPISODE# 1025-177

Production :

1025/177

1025/177

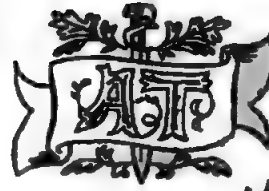
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1025/177

1025/177

Cut

ADVENTURE TIME



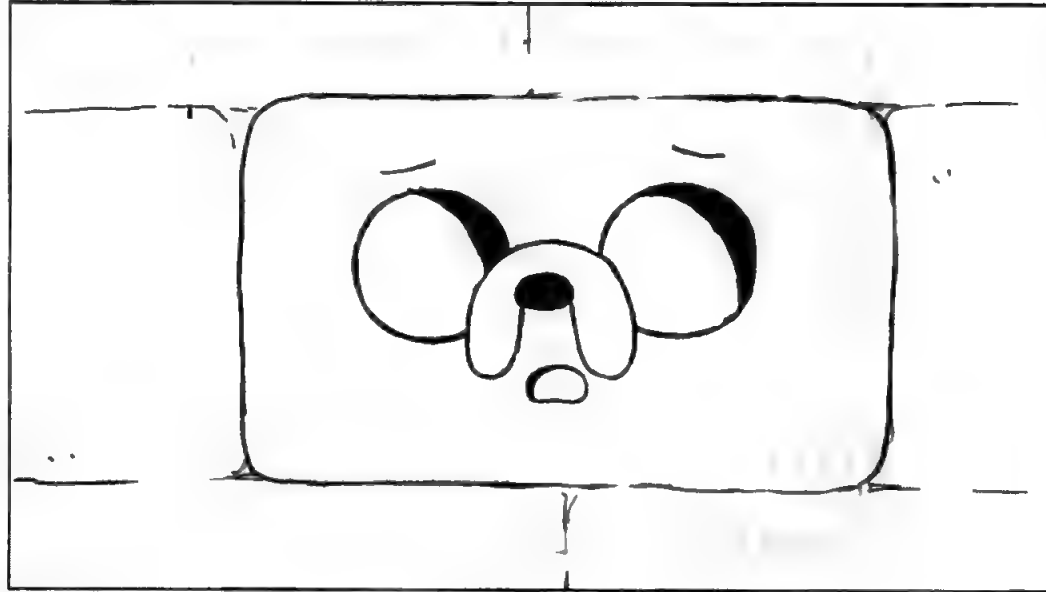
Page 87

Sc. 47

Pnl. A

Bg.

day night

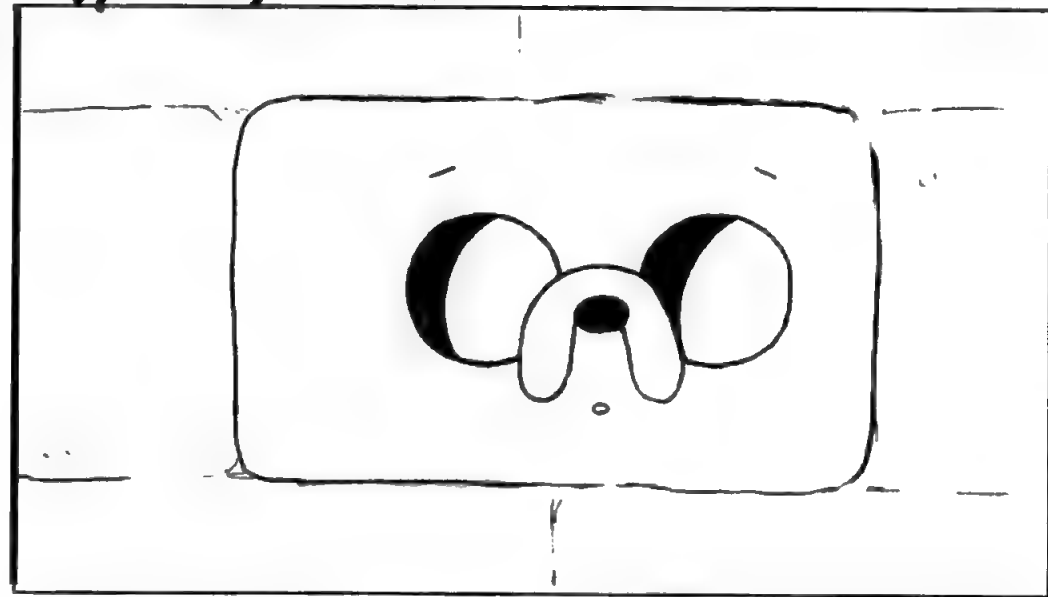


Sc. 47 cont

Pnl. B

Bg.

day night



Dialog:

Action:

- J. TURNS.

MAR 20 2014

Timing:

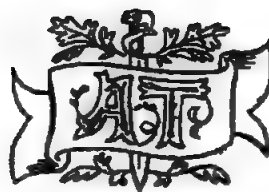
EPISODE # 1025-177

Production :

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1025/177

ADVENTURE TIME



Page 88

Sc. 47 cont

Pnl. C

Bg.

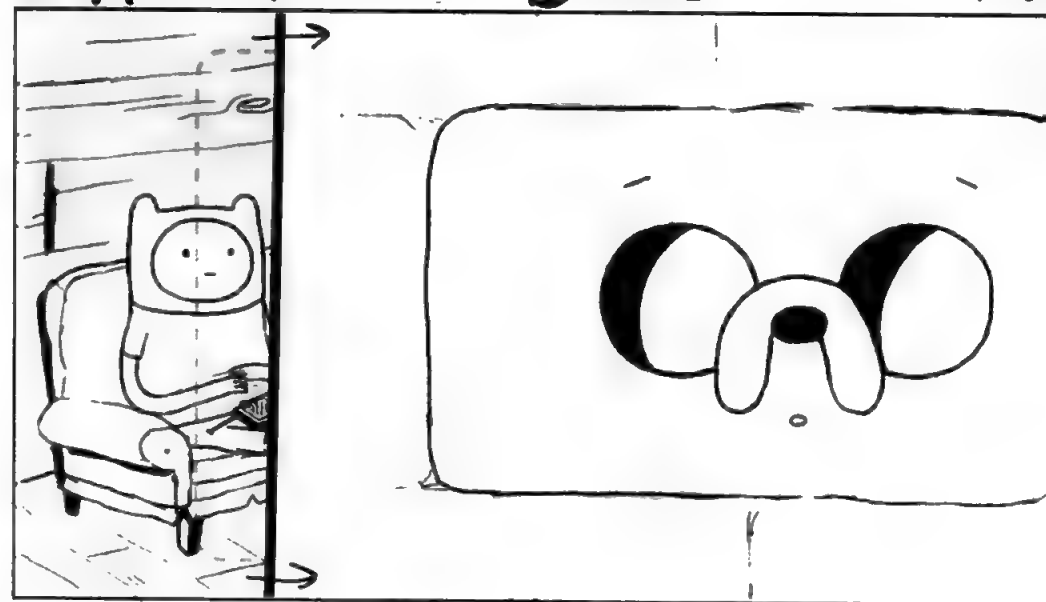
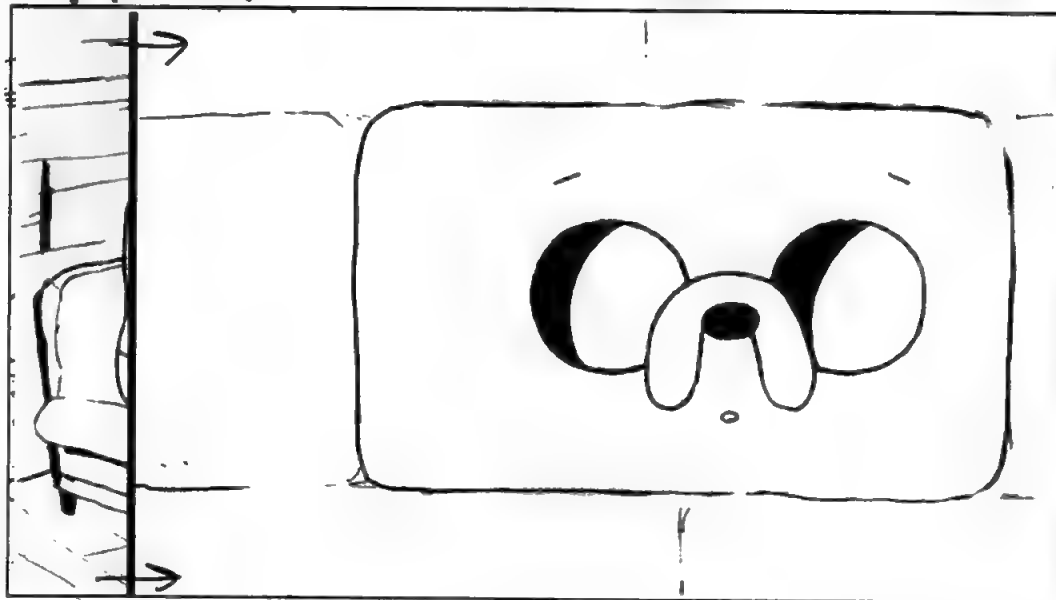
day night

Sc. 47 cont

Pnl. D

Bg.

day night



Dialog:

Pan over to split screen

J/ UNFORTUNATELY FOR -

Action:

VERY
- SPLIT SCREEN SLOWLY PUSHES ON/S

- F ON COUCH W/ WALKIE TALKIE

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

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1025/177

1025/177

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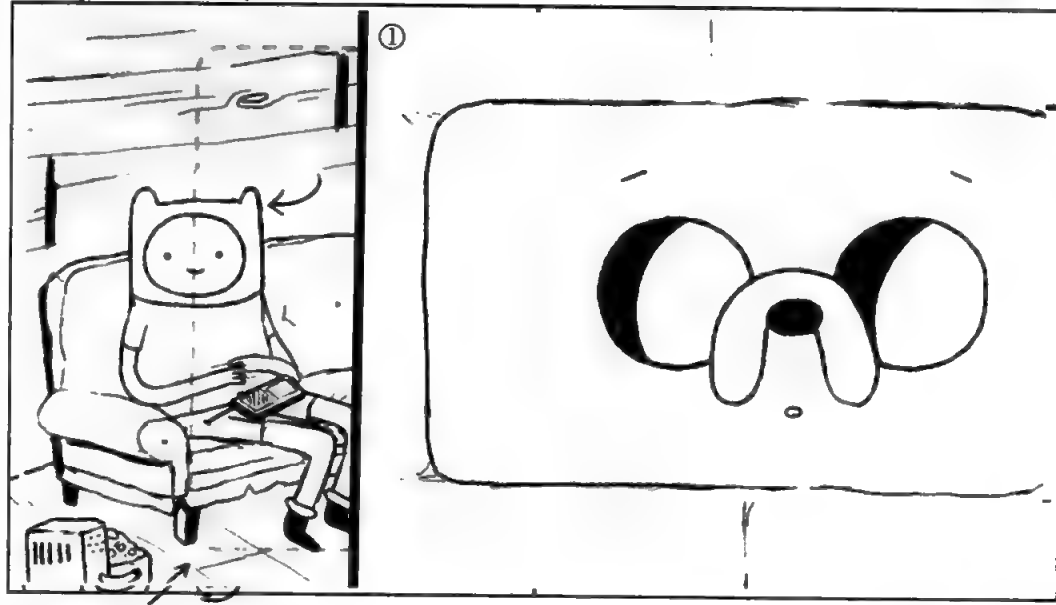
ADVENTURE TIME



Sc. 47 CONT Pnl. E

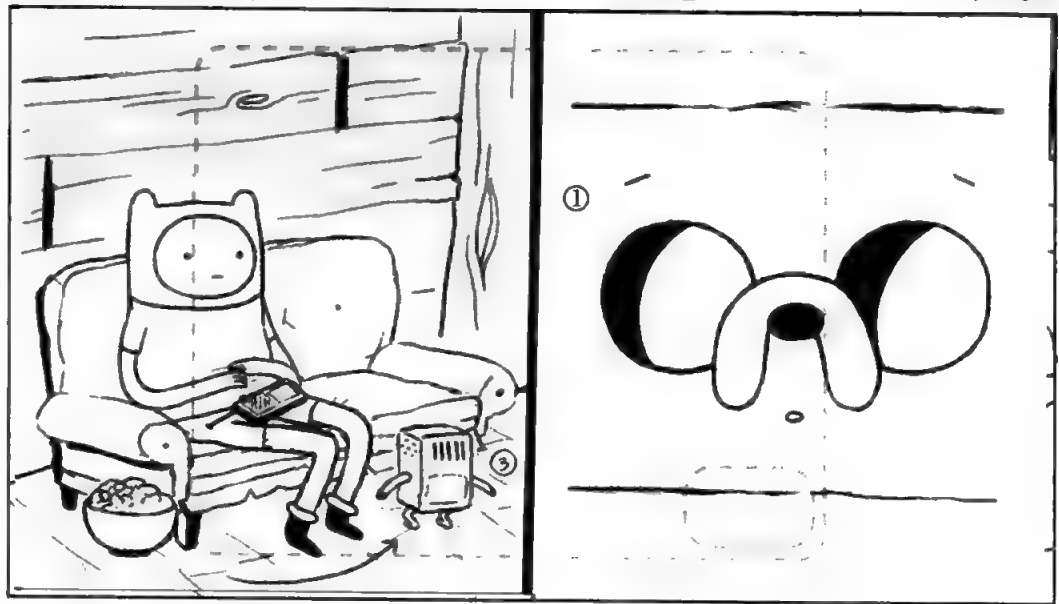
Bg.

day night



Sc. 47 CONT Pnl. F

Bg.



Page 89
89A NEXT
day night

Dialog:

3/ MR BUNNY, THIS IS WHAT NATURE IS ALL ABOUT

Action:

- F. TRACKS BMO
- BMO ENTERS W/ POPCORN AND PLACES IT DOWN

T.

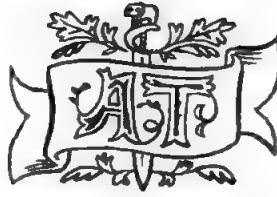
EPISODE # 1025-177

1025/177

Production :

1025/177

ADVENTURE TIME



Page 89A
90 NEXT
day night

Sc. 47 CONT

Pnl. G

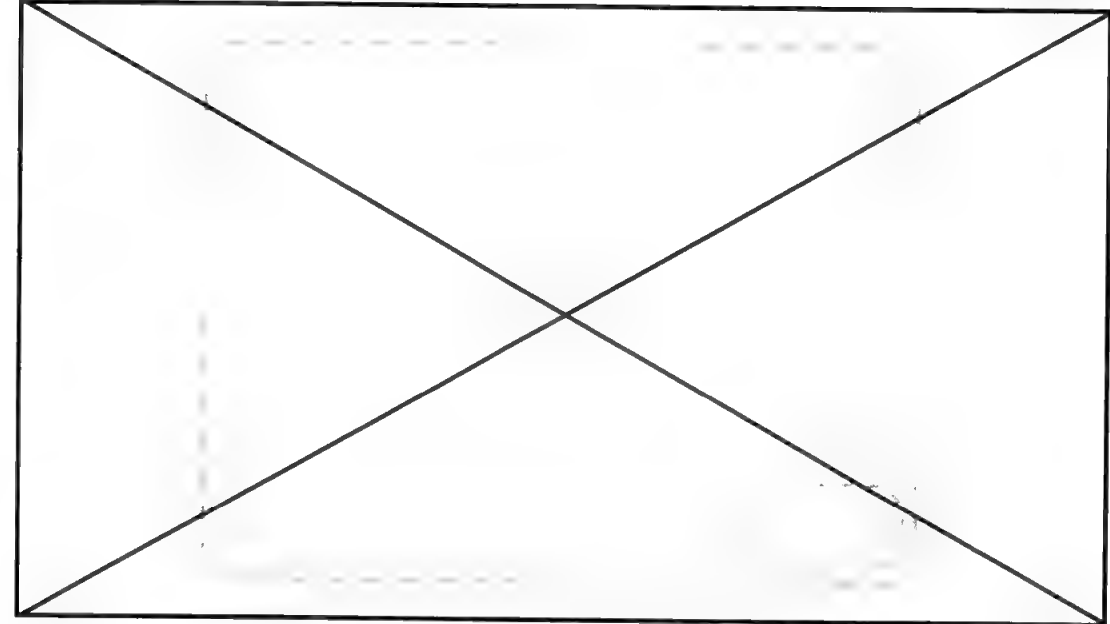
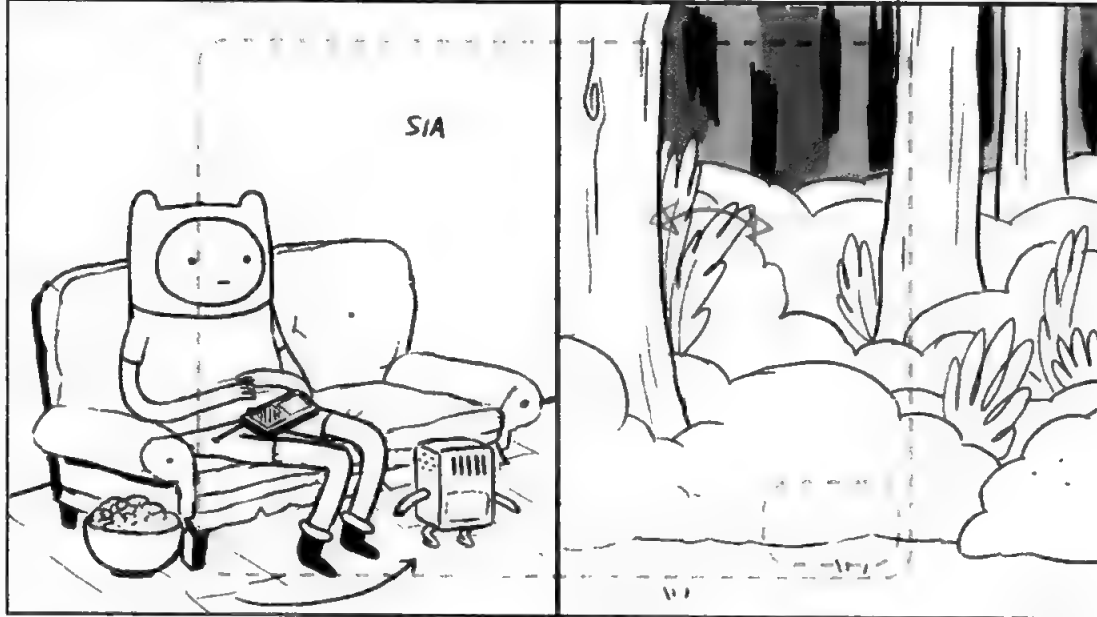
Bg.

day night

Sc.

Pnl.

Bg.

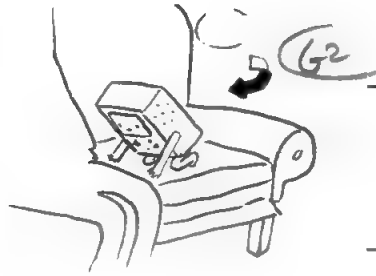


Dialog:

SFX/ RUSTLE RUSTLE

Action:

- CUT TO RUSTLING BUSH
ON RIGHT.
- BMO JUMPS UP



Timing:

MAR 20 2014

EPISODE # 1025-177

Production:

1025/177

1025/177

1025/177

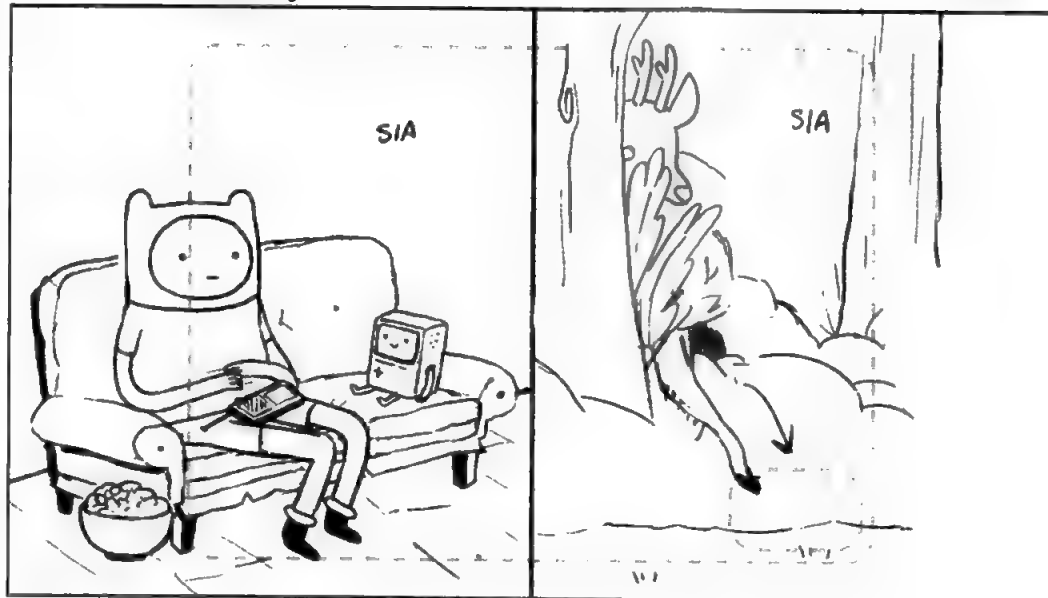
ADVENTURE TIME



Page 90

Sc. 47 *CONT* Pnl. H

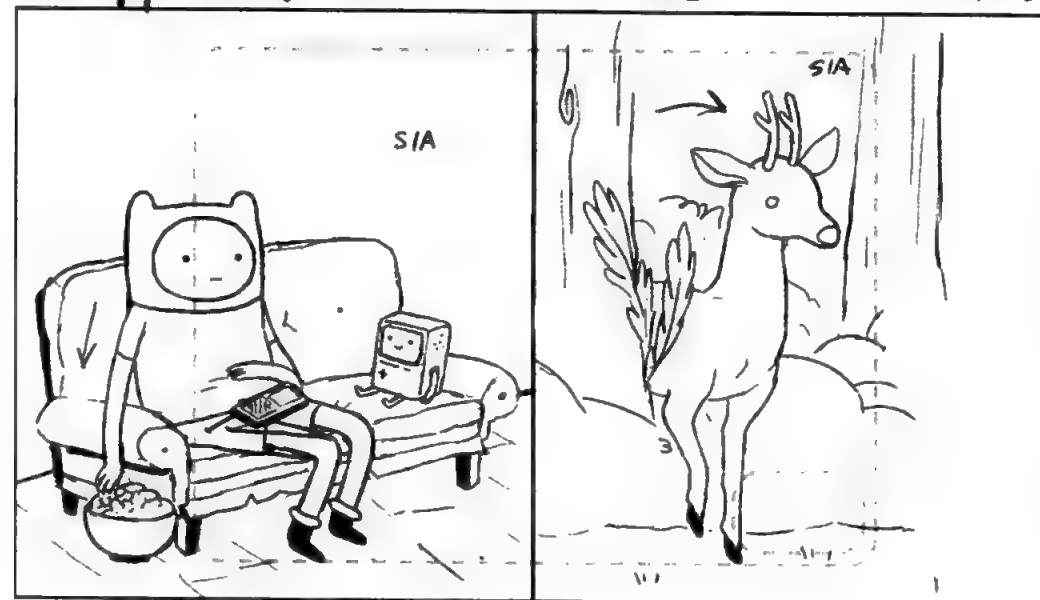
day night



Sc. 47 *CONT* Pnl. I

Bg.

day night



Dialog:

J/ (O/S) ITS A MALE DEER.

Action:

- DEER STEPS OUT OF BUSH

- DEER EMERGES
- F GRABS POPCORN

MAR 20 2014

Timing:

EPISODE# 1025-177

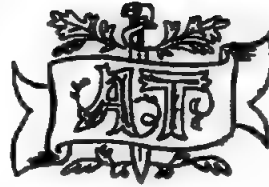
Production :

1025/177

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ADVENTURE TIME



Page 91

Sc. 47 *CONT* Pnl. J

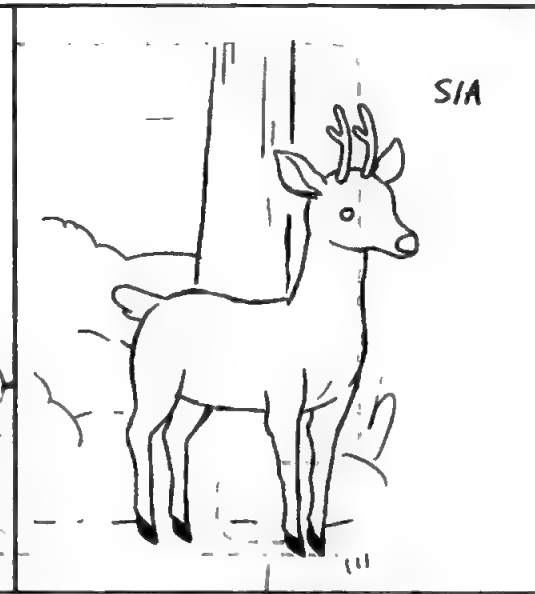
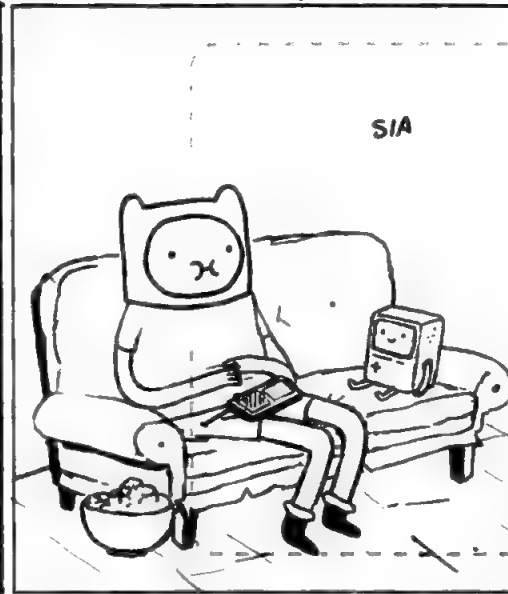
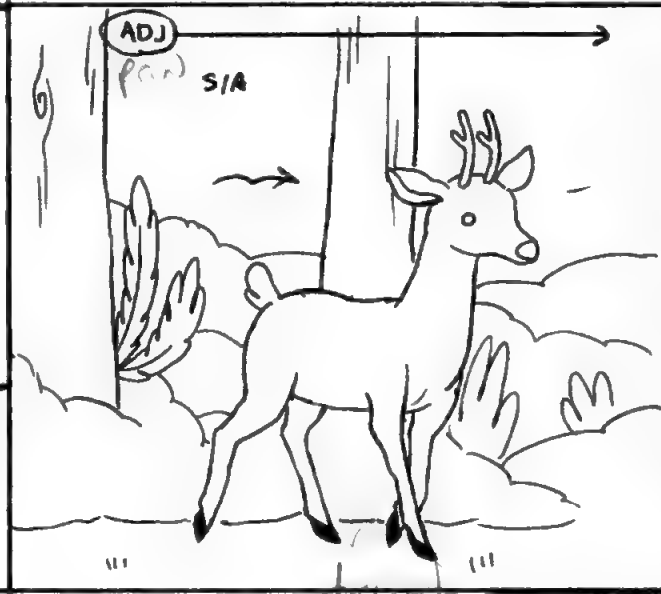
Bg.

day night

Sc. 47 *CONT* Pnl. K

Bg.

day night



Dialog:

J/ (O/S) NOT A THREAT TO MR BUNNY IN THE PREDATORY SENSE ...

J/ (O/S) BUT STILL ABOVE HIM IN THE FOOD CHAIN

Action:

- F EATS POPCORN, LISTENING INTENTLY

- DEER LOOKS AROUND
AS HE WALKS FORWARD



Finn chewing

Timing:

MAR 20 2014

EPISODE # 1025-177

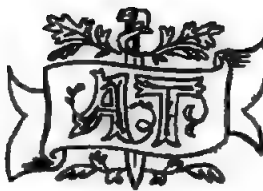
Production :

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ADVENTURE TIME



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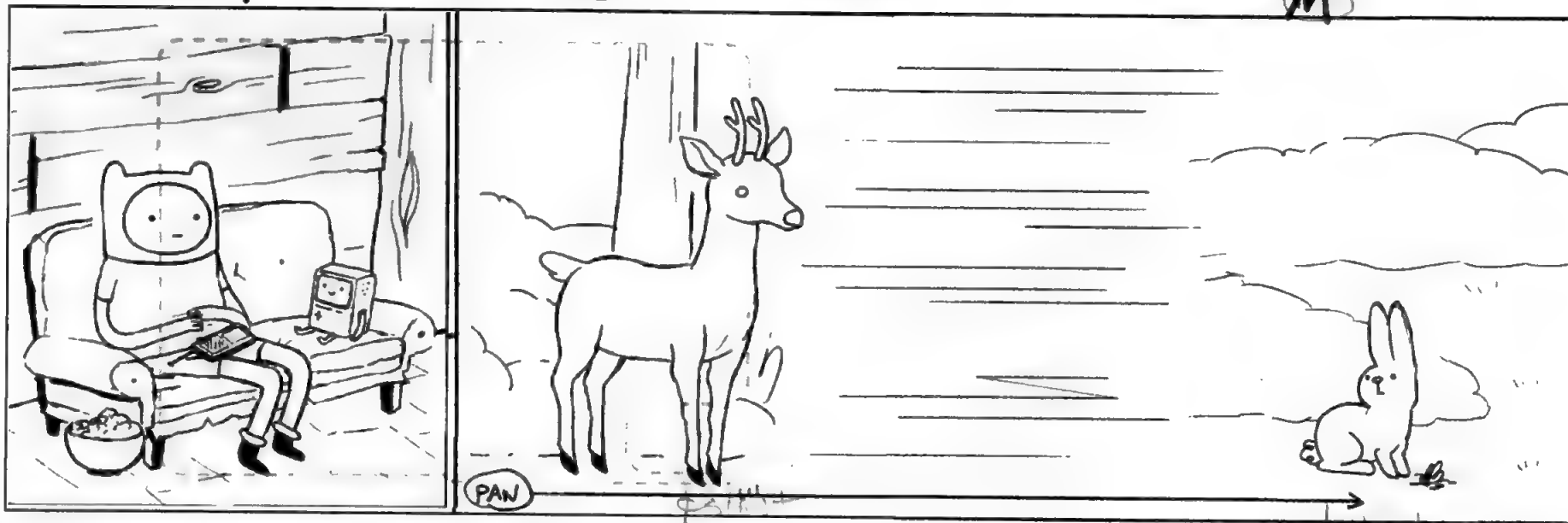
Sc. 47 *CONT* Pnl.

L

Bg.

day night

M



Dialog:

zic p...l

Action:

- F & BMO LISTEN QUIETLY, F BLINKS OCCASIONALLY

- WHIP PAN TO BUNNY (ON 'JAKE' SIDE)

MAR 20 2014

Timing:

EPISODE # 1025-177

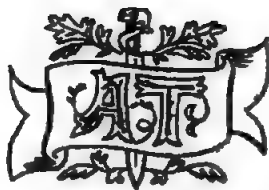
Production :

1025/177

1025/177

1025/177

ADVENTURE TIME



Page 93

Sc. **47 CONT** Pnl. **N** Bg. day night

Sc. **47 CONT** Pnl. **'O'** Bg. day night

<p>Dialog:</p> <p><u>J/ (O/S) MR BUNNY, WISHING TO AVOID AN ENCOUNTER, HOPS AWAY TO SAFETY</u></p>	
<p>Action:</p> <p>- BUNNY HOPS OFF/S.</p>	<p>- DEER WALKS ON/S.</p>
<p>Timing:</p>	

MAR 20 2014

EPISODE # 1025-177

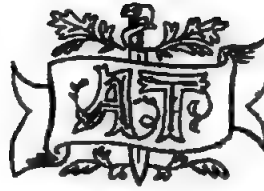
Production :

1025/177

1025/177

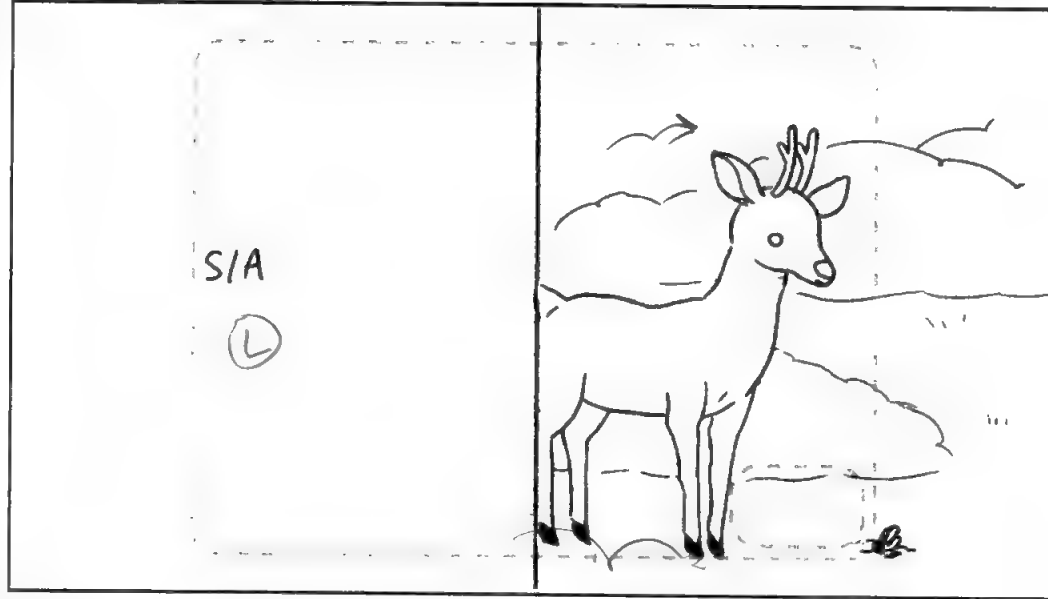
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ADVENTURE TIME

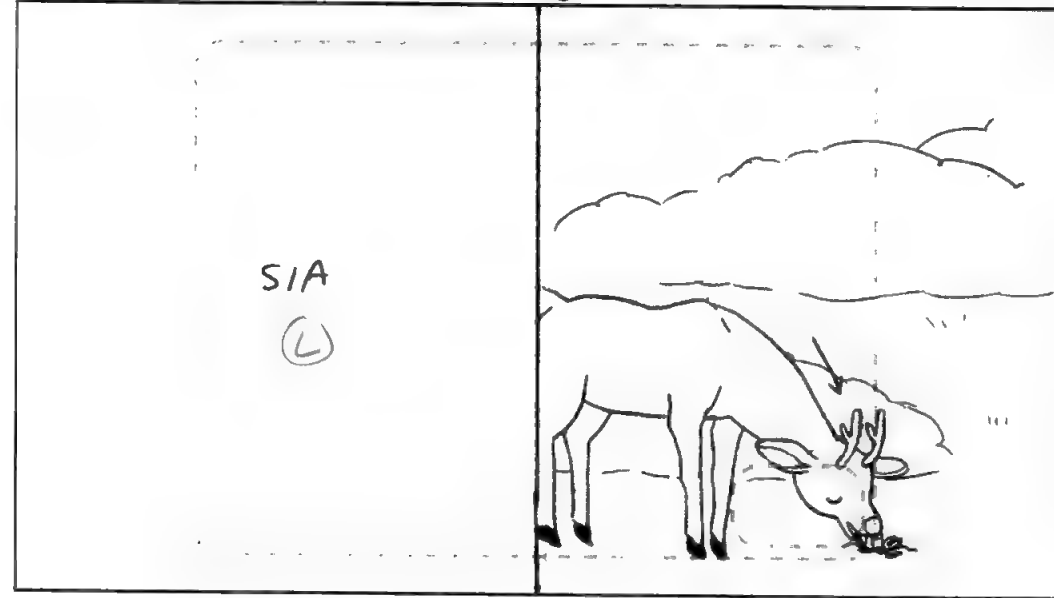


Page 04

Sc. 47 CONT Pnl. P Bg. day night



Sc. 47 CONT Pnl. Q Bg. day night



Dialog:	
SFX: *NIBBLING*	
Action:	- DEER STOPS - DEER LOWERS HEAD TOWARDS CARROT.
Timing:	MAR 20 2014

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Production :

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1025/177

1025/177

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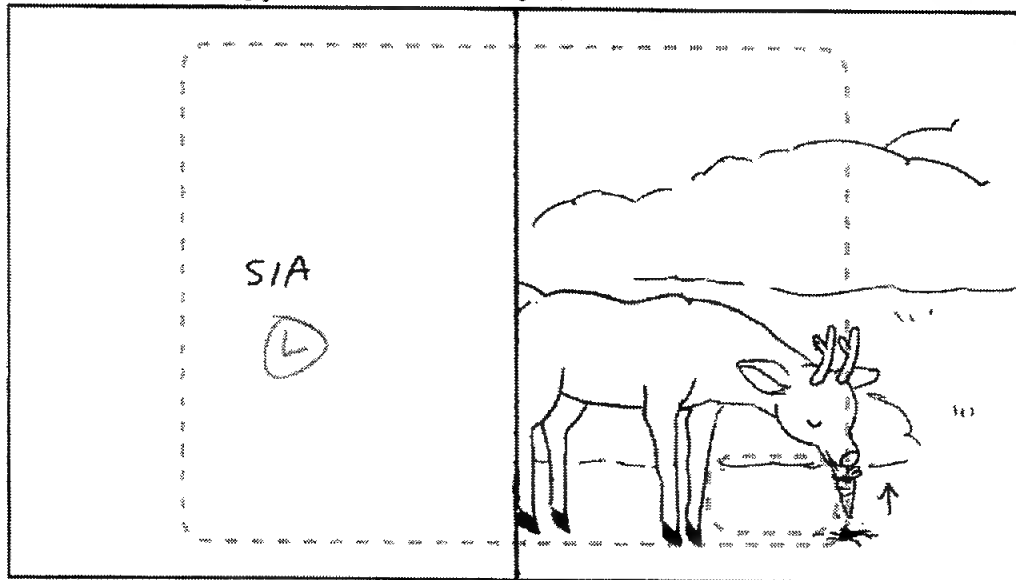
ADVENTURE TIME



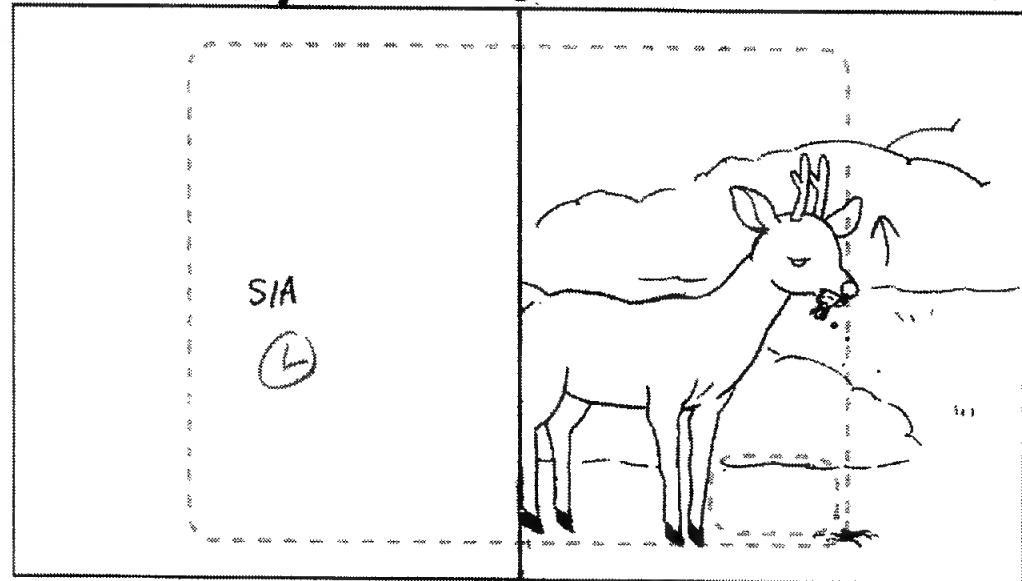
REVISED
4/22/14

Page 45

Sc. 47 *CONT* Pnl. *A* Bg. day night



Sc. 47 *CONT* Pnl. *S* Bg. day night



Dialog:	
Action:	- DEER UPROOTS CARROT.
Timing:	

SFX: * CRUNCHING *

- DEER MUNCHES ON CARROT

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

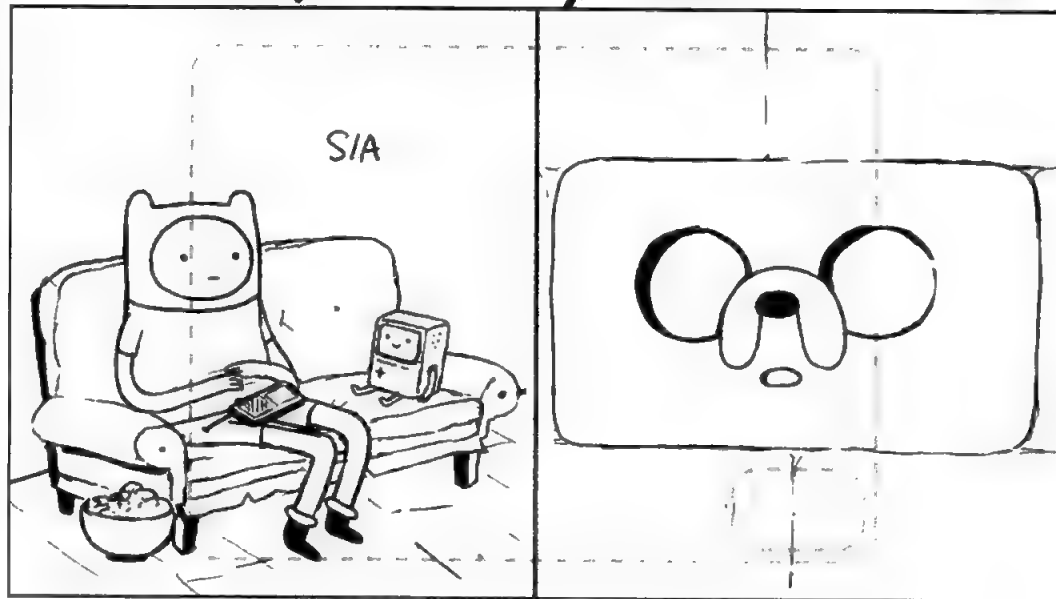
1025/177

ADVENTURE TIME

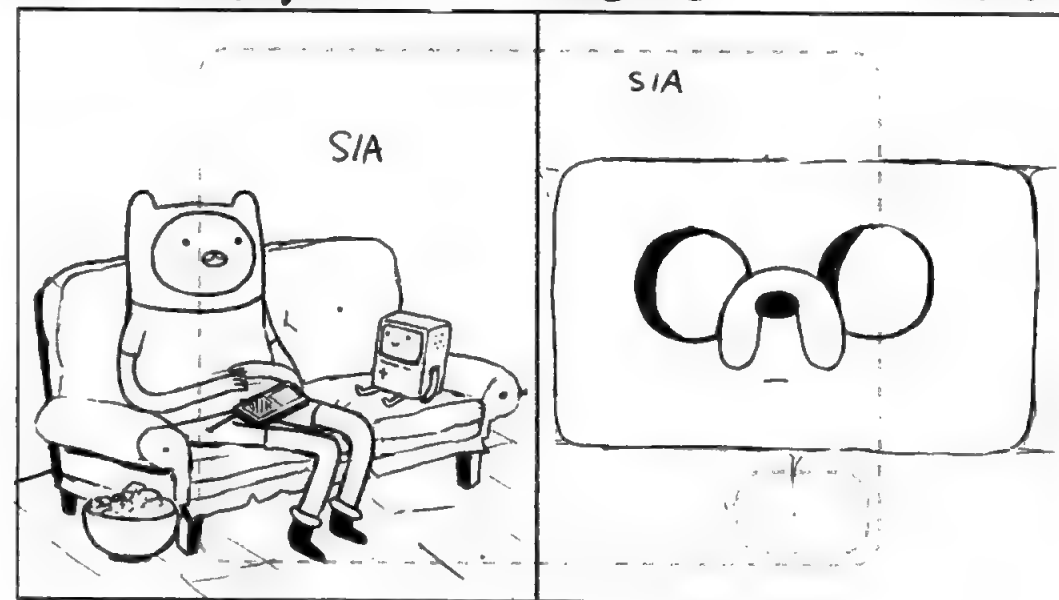


Page 96

Sc. 47 *CONT* Pnl. *T* Bg. day night



Sc. 47 *CONT* Pnl. *U* Bg. day night



Dialog:

J/ WOW, DEERS ARE JERKS.

F/ HEY MAN, YOU KNOW I CAN HEAR EVERYTHING YOU SAY, RIGHT?

Action:

- 'JAKE' SIDE CUTS BACK TO JAKE.

MAR 20 2014

Timing:

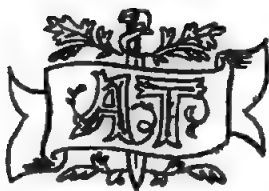
EPISODE# 1025-177

Production :

1025/177

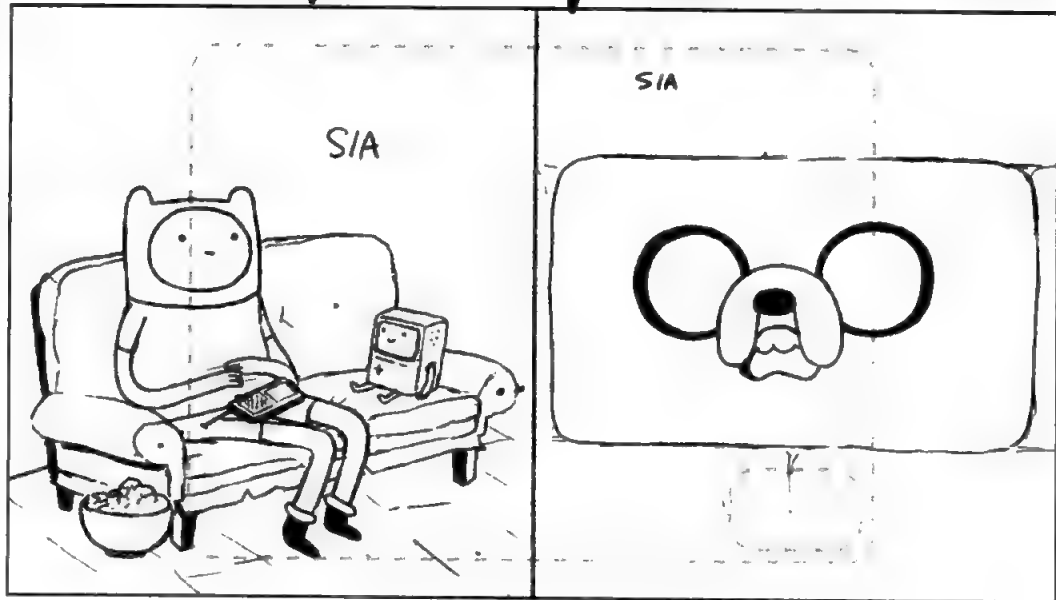
1025/177

ADVENTURE TIME

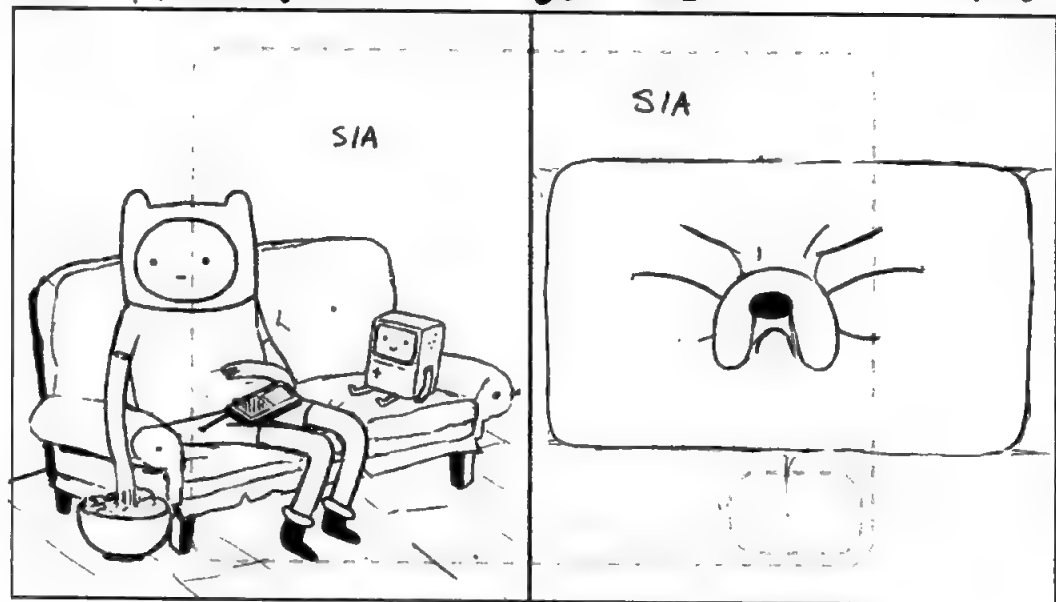


Page 97

Sc. 47 CONT Pnl. Y Bg. day night



Sc. 47 CONT Pnl. W Bg. day night



Dialog:	
<u>J/ WHA?! AGGH!</u>	<u>J/ GRRRR!</u>
Action:	
Timing:	

MAR 20 2014

EPISODE # 1025-177

Production :

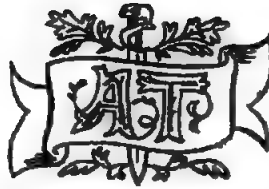
1025/177

1025/177

1025/177

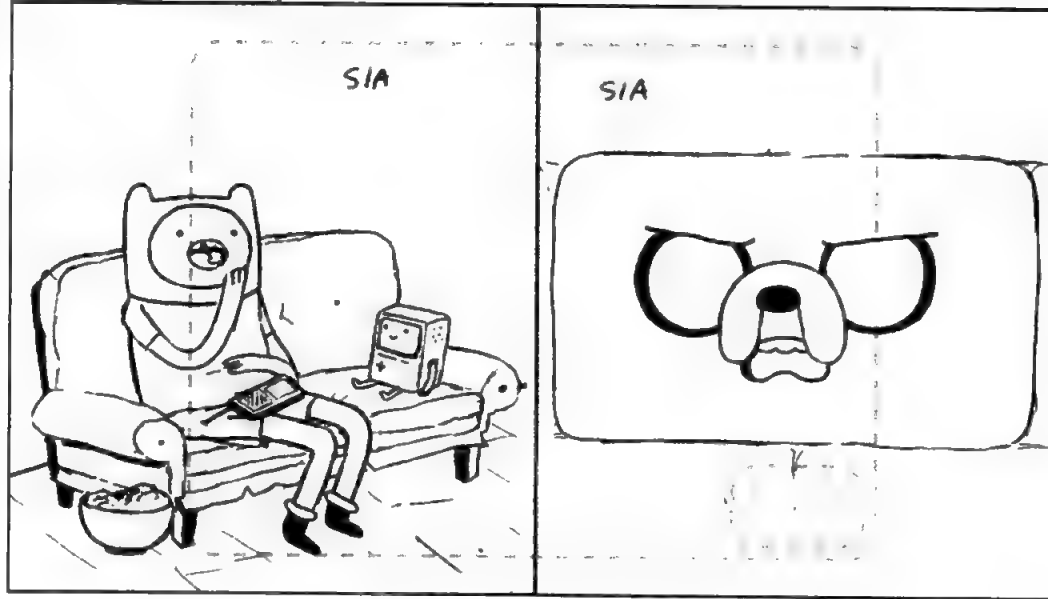
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ADVENTURE TIME

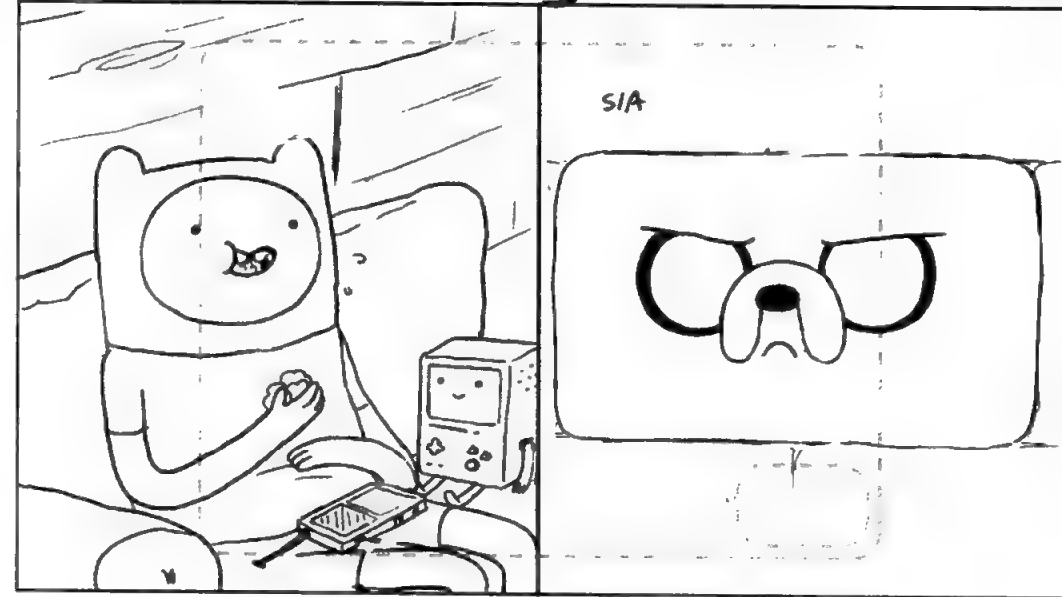


Page 98

Sc. 47 *CONT* Pnl. *X* Bg. day night



Sc. 47 *CONT* Pnl. *Y* Bg. day night



Dialog:

J/ NO, I HAD NO IDEA.

F/ YEAH BUT YOU SAW ME LEAVE THE WALKIE TALKIE AND I LEFT IT ON. YOU KNOW THAT, RIGHT?

Action:

F TOSSES PIECE OF POPCORN INTO MOUTH

Timing:



MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

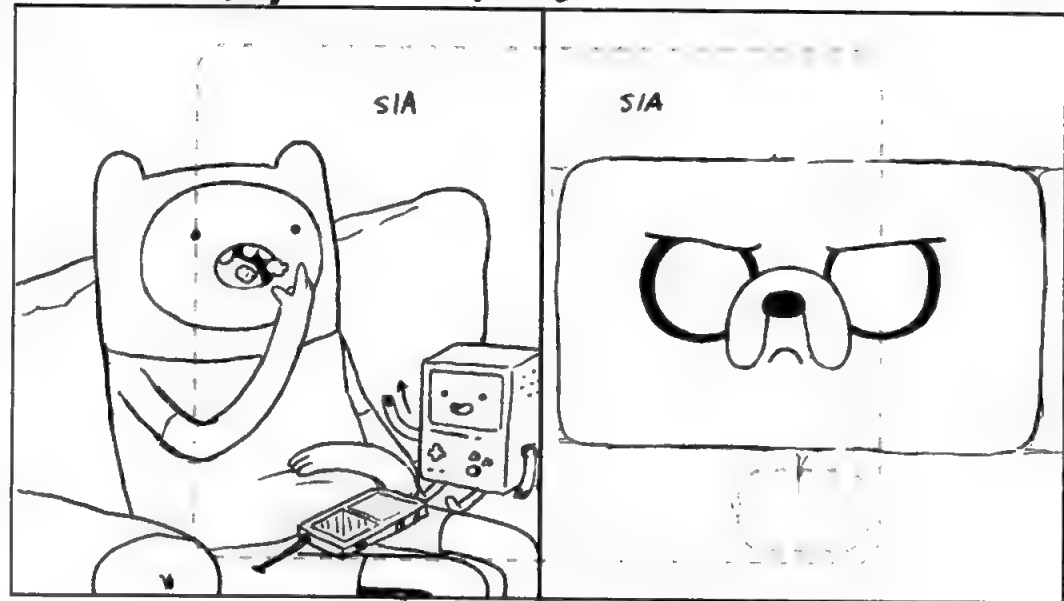
1025/177

ADVENTURE TIME

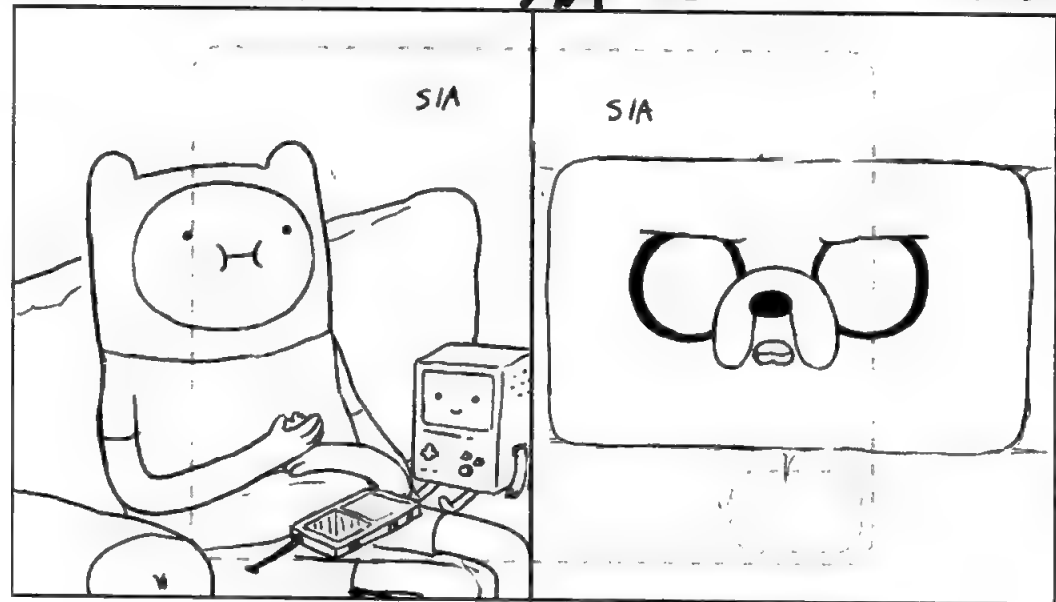



Page 99

Sc. 47 *CONT* Pnl. *Z* Bg. day night



Sc. 47 *CONT* Pnl. *AA* Bg. day night



Dialog:	
BMO/ HI JAKE!	J/ HI, BMO.
Action:	 <p>AA!</p>
Timing:	<p>F CHEWING A.B.A.B</p> <p>MAR 20 2014</p>

EPISODE # 1025-177

Production :

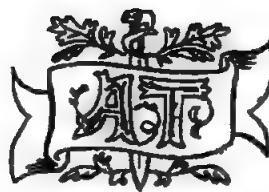
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1025/177

ADVENTURE TIME



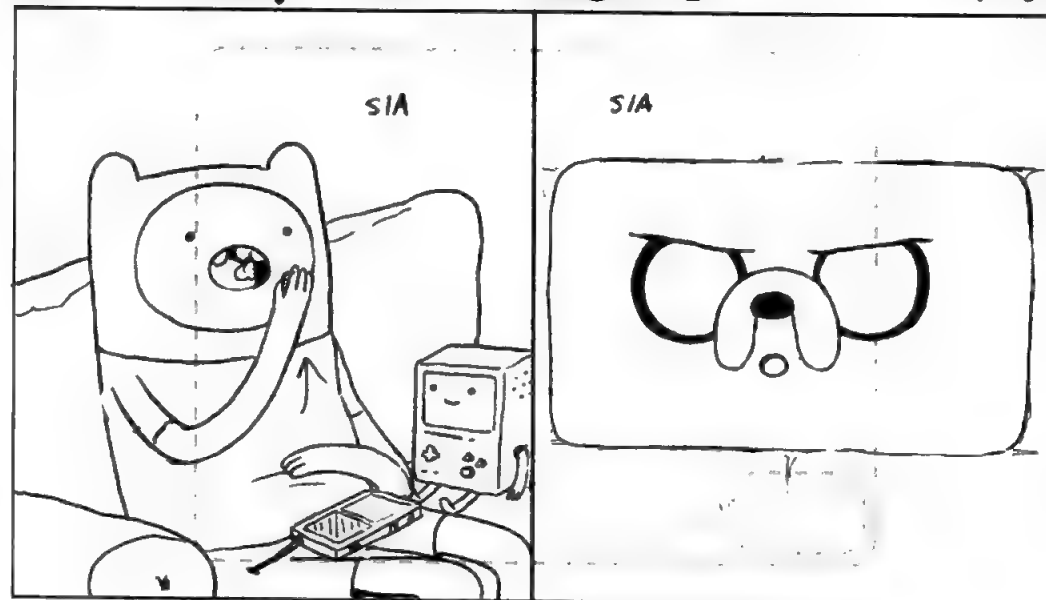
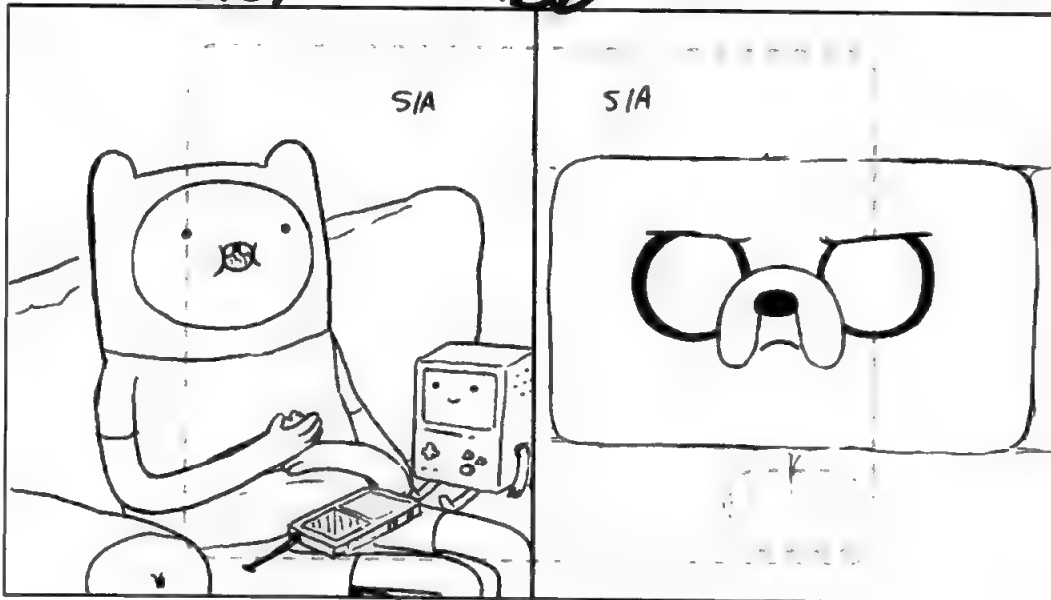
Page 100

Sc. 47 *CONT* Pnl. *BB* Bg.

day night

Sc. 47 *CONT* Pnl. *CC* Bg.

day night



Dialog:

F/ YOU NEED ANYTHING? A SODA?

J/ (CURTLY) NO.

Action:

- F. THROWS SOME RICE IN MOUTH

Timing:

MAR 20 2014

Production :

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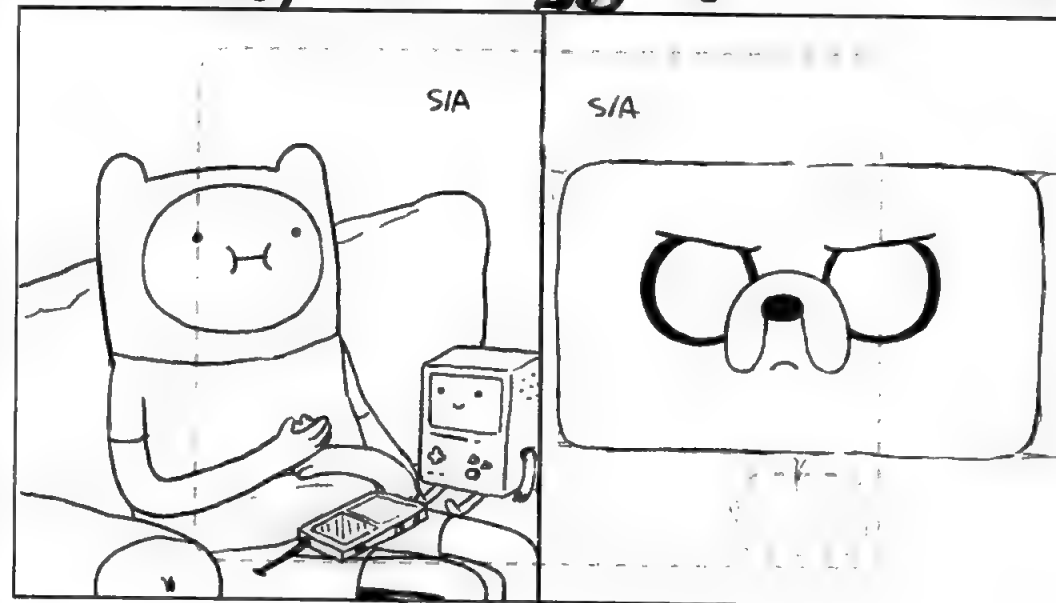
1025/177

ADVENTURE TIME

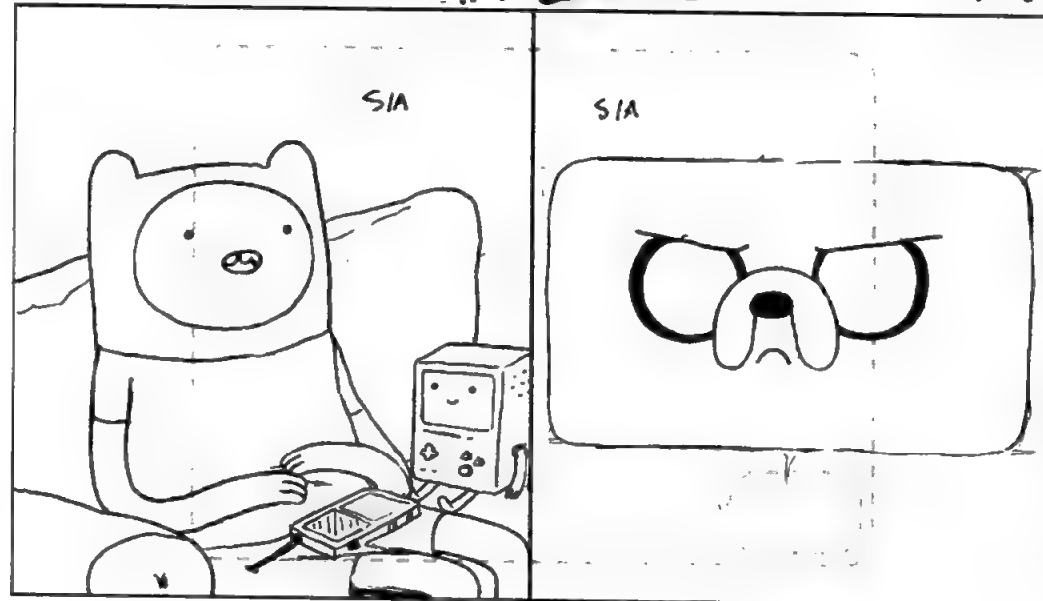


Page 101

Sc. 47 *CONT* Pnl. *DD* Bg. day night



Sc. 47 *CONT* Pnl. *EE* Bg. day night



Dialog:

(DD) < BEAT >

F/ SO WHAT'S MR BUNNY DOIN' NOW?

Action:



F CHEWING (ABAB) SLOWLY STOPS

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



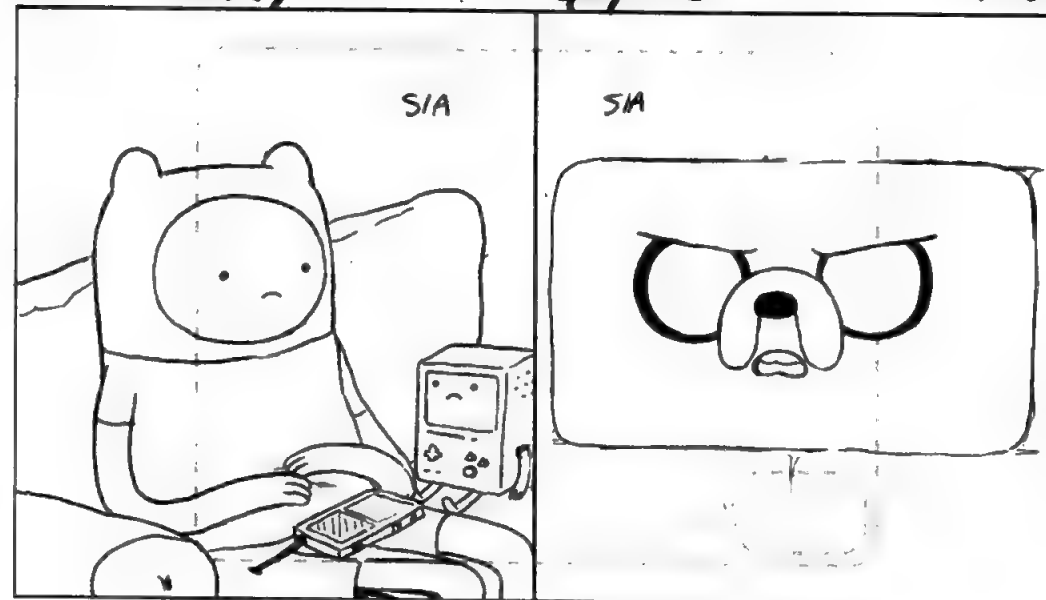
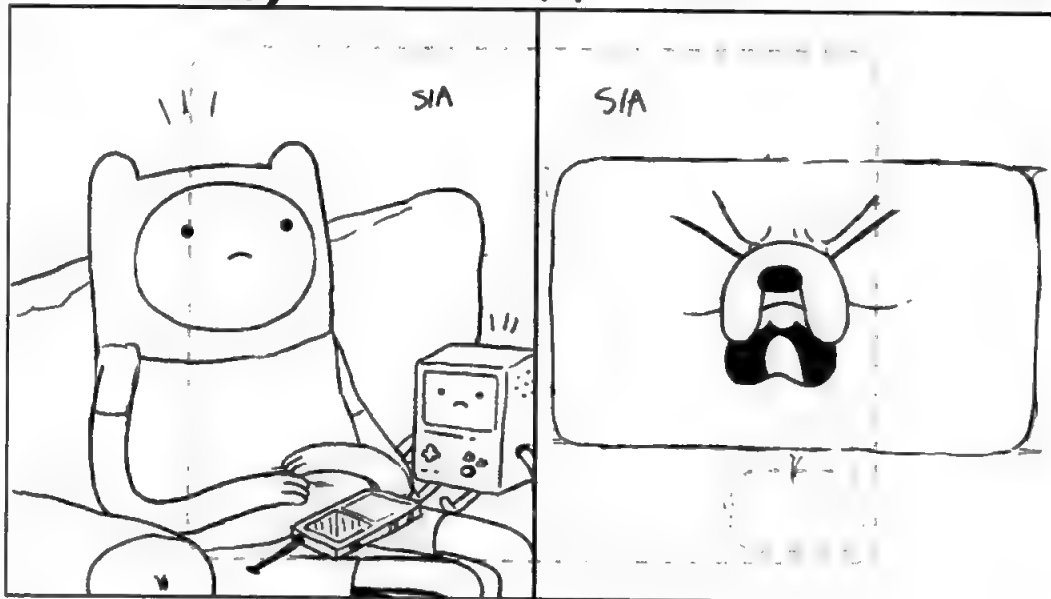
Page 102

Sc. 47 *CONT* Pnl. *FF* Bg.

day night

Sc. 47 *CONT* Pnl. *GG* Bg.

day night



Dialog:

J/ IT'S NOT ABOUT THE BUNNY!

J/ THE BUNNY IS INCIDENTAL TO -

Action:

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

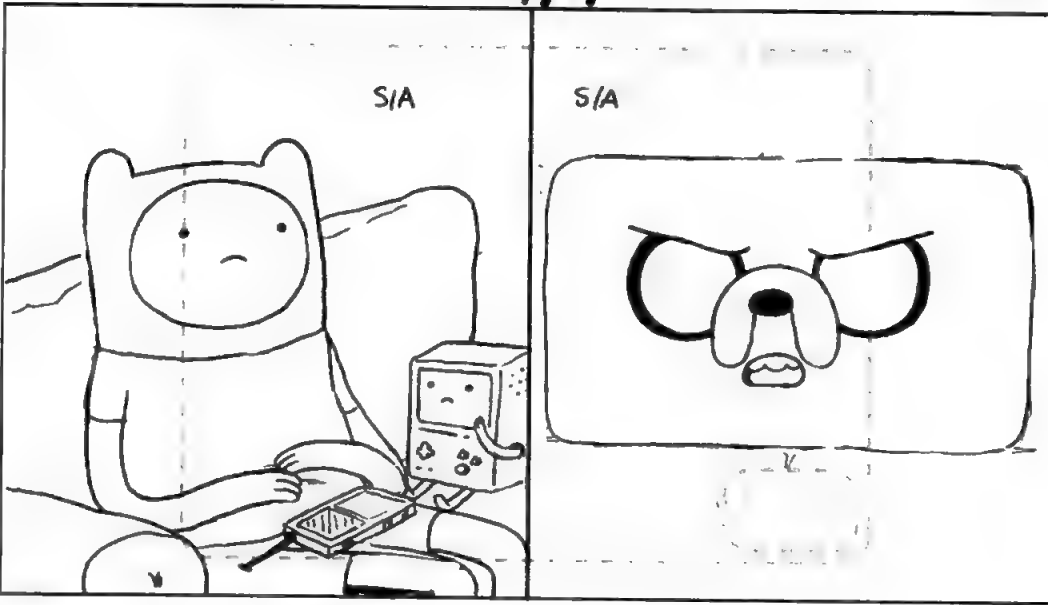
1025/177

ADVENTURE TIME

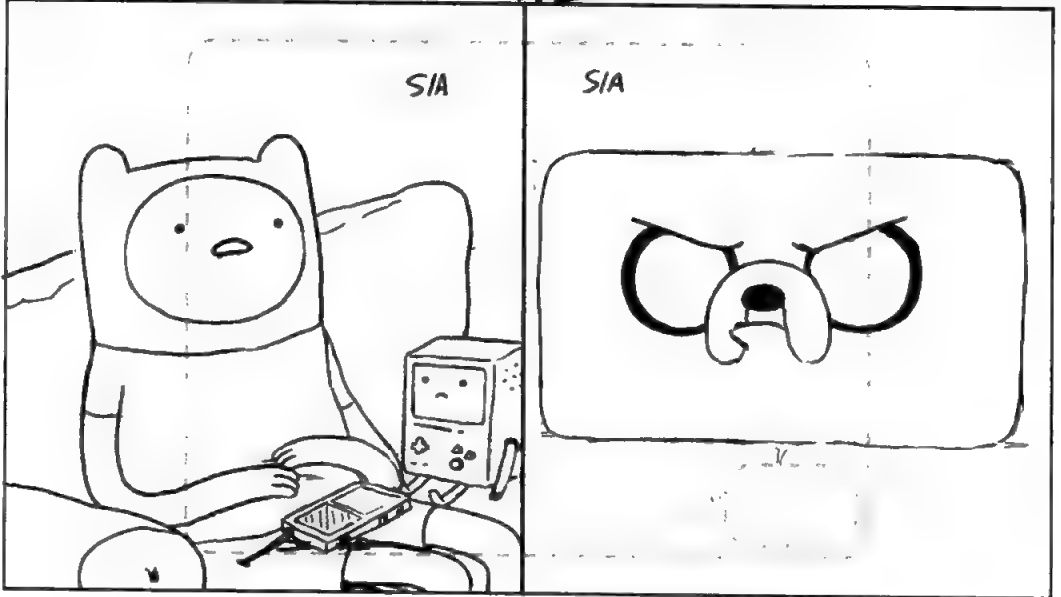


Page 103

Sc. 47 CONT Pnl. HH Bg. day night



Sc. 47 CONT Pnl. II Bg. day night



Dialog:

J/ THE BRICK EXPERIMENT!

F/ Oh. Sorry man.

Action:

- BMO TOUCHES HIS FACE

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

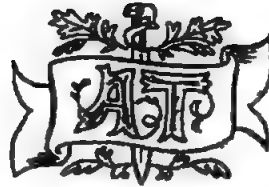
1025/177

1025/177

1025/177

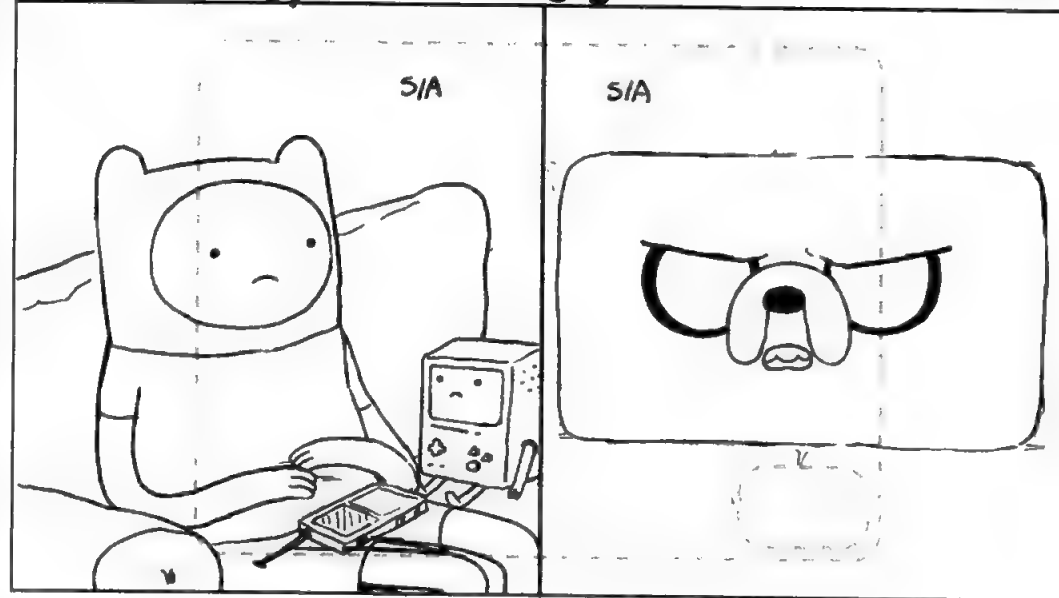
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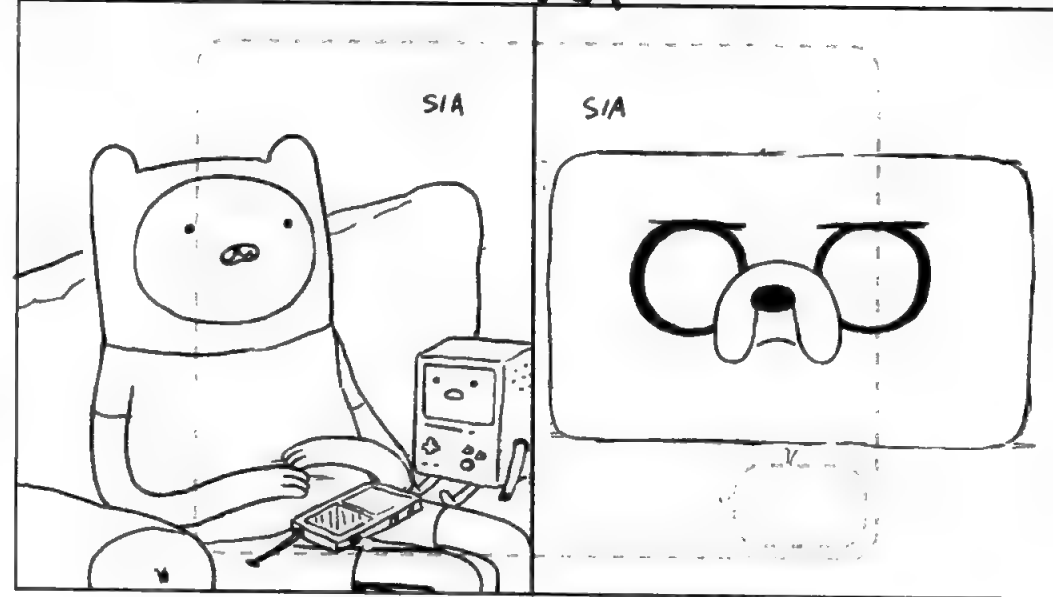


Page 104

Sc. 47 CONT Pnl. JJ Bg. day night



Sc. 47 CONT Pnl. KK Bg. day night



Dialog:

J/ (UNDER HIS BREATH)

FORGET ABOUT THE BUNNY.

F/ SORRY MAN.
BMO/ SORRY JAKE.

Action:

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

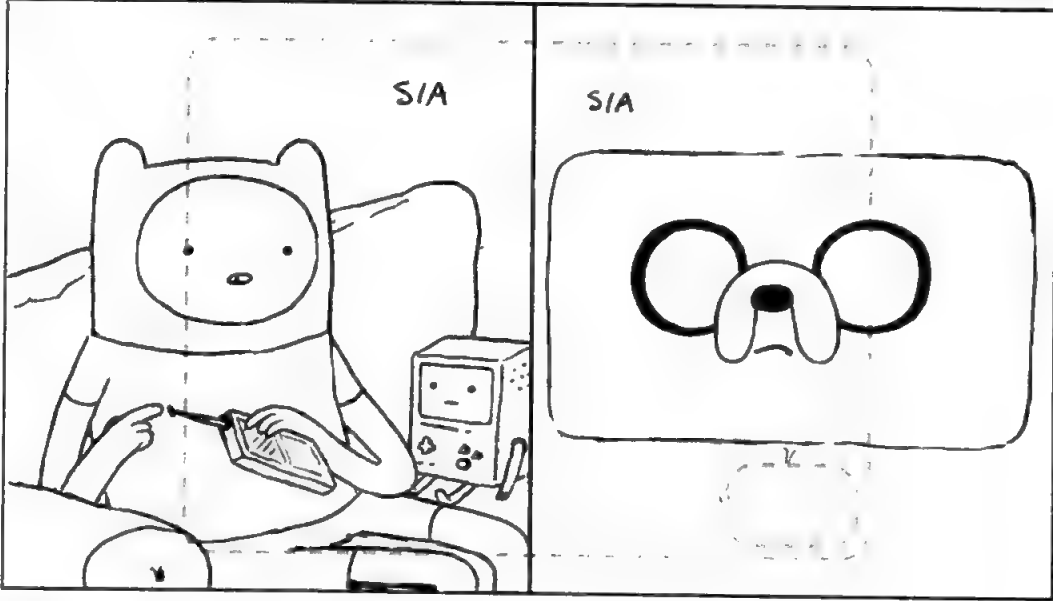
1025/177

ADVENTURE TIME

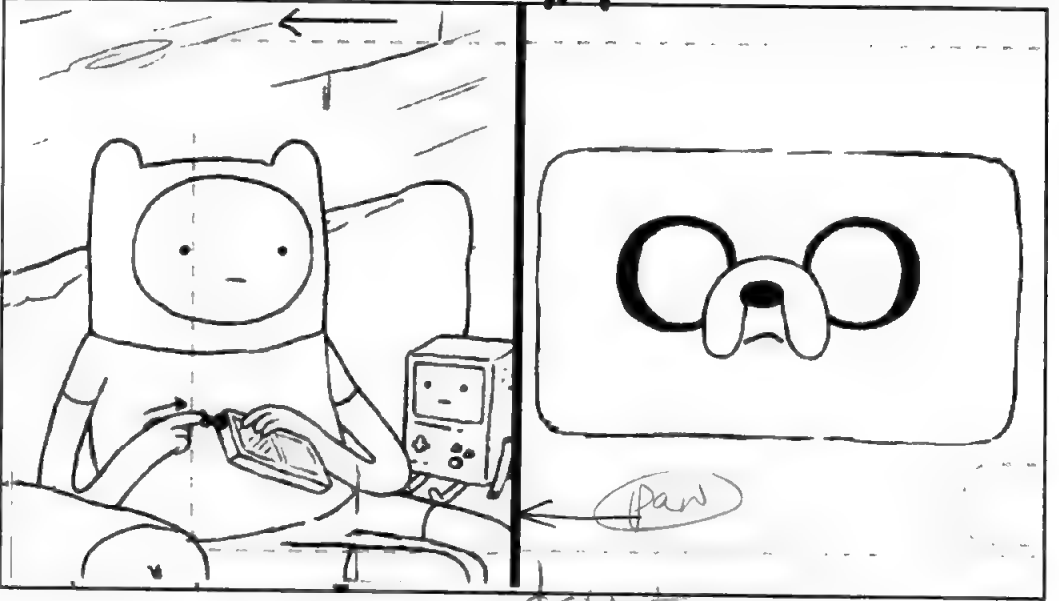


Page 105

Sc. 47 CONT Pnl. LL Bg. day night



Sc. 47 CONT Pnl. MM Bg. day night



Dialog:

F LOOK, WE'LL UH... WE'LL LEAVE YOU ALONE.

Pans Split Screen OFF

SFX / CLICK

Action:

— F CLICKS IN WALKIE TALKIE ANTENNA AS SPLIT SCREEN RETREATS

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

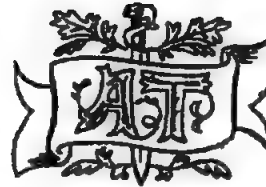
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1025/177

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NO SC'S
48-50

ADVENTURE TIME



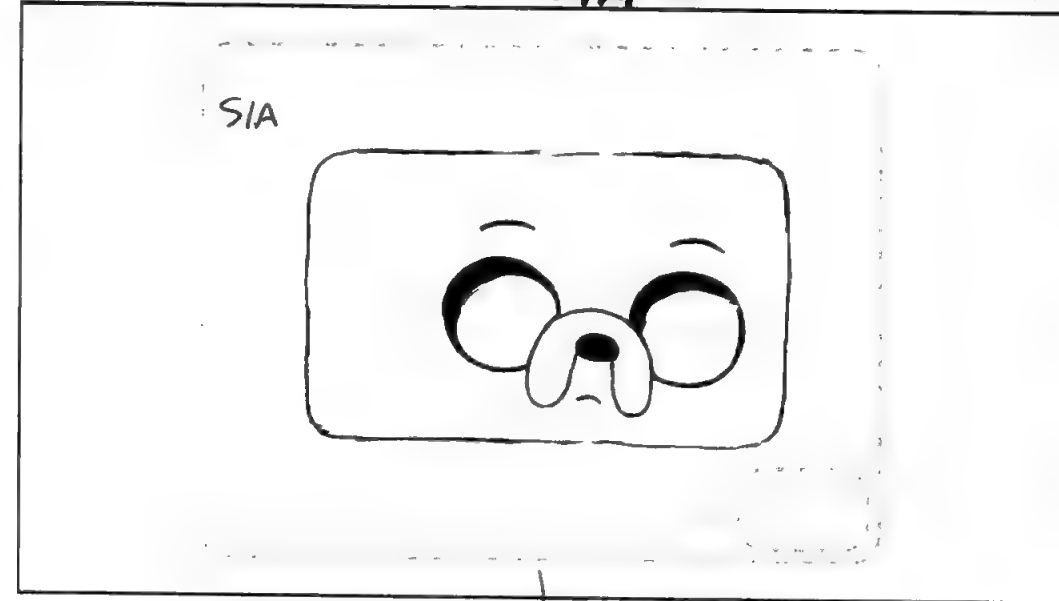
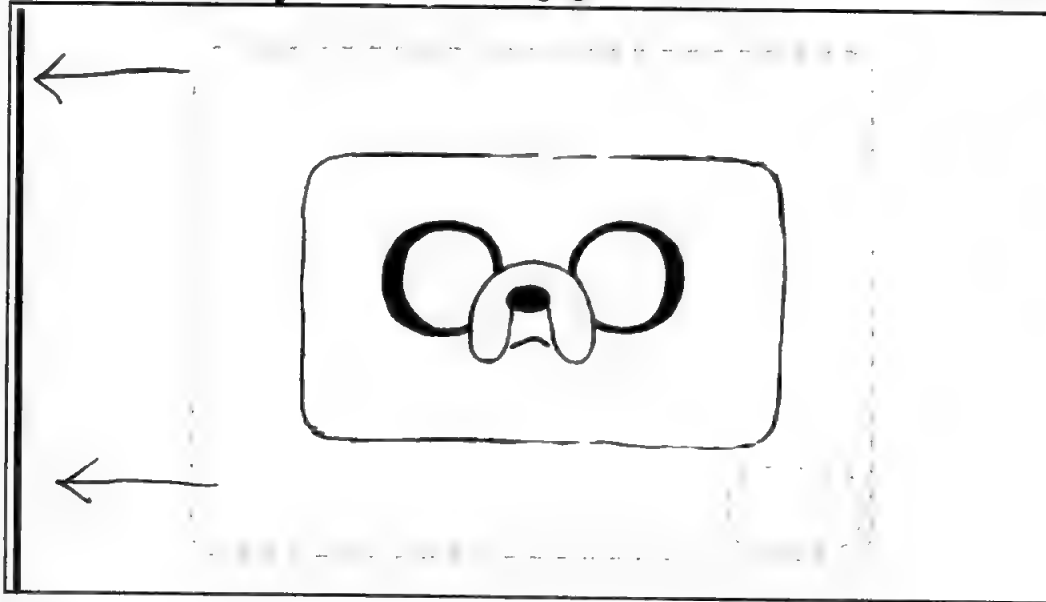
Page 106

Sc. 47 *CONT* Pnl. '00' Bg.

day night

Sc. 47 *CONT* Pnl. *MM* Bg.

day night



Dialog:

Action:

- END SPLIT SCREEN
- J BLINKS

- J. LOOKS DOWN.

MAR 20 2014

Timing:

Cut

EPISODE # 1025-177

Production :

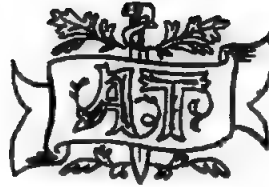
1025/177

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1025/177

Cut

ADVENTURE TIME



Cut

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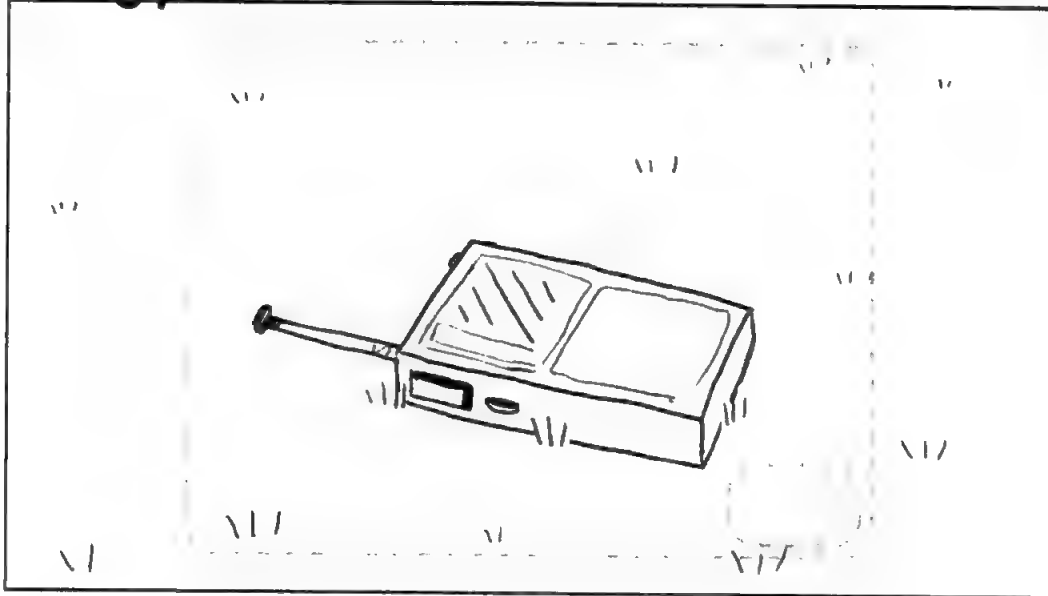
Sc.

51

Pnl. A

Bg.

day night

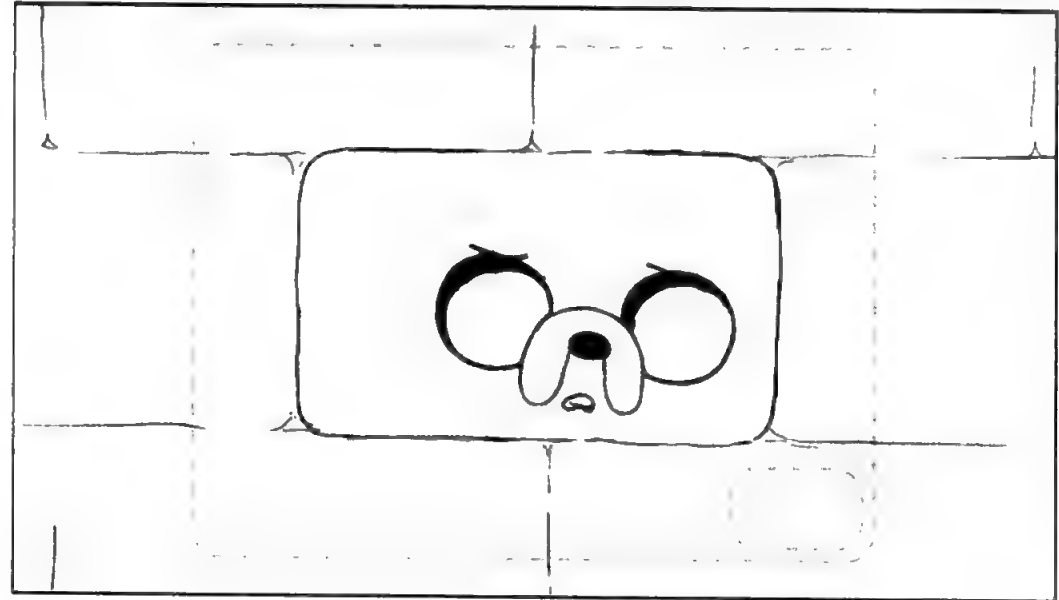


Sc. 52

Pnl. A

Bg.

day night



Dialog:

J/ FINN, ARE YOU STILL THERE?

Action:

- CU of WALKIE TALKIE.

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

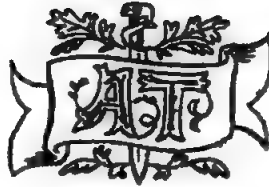
1025/177

1025/177

1025/177

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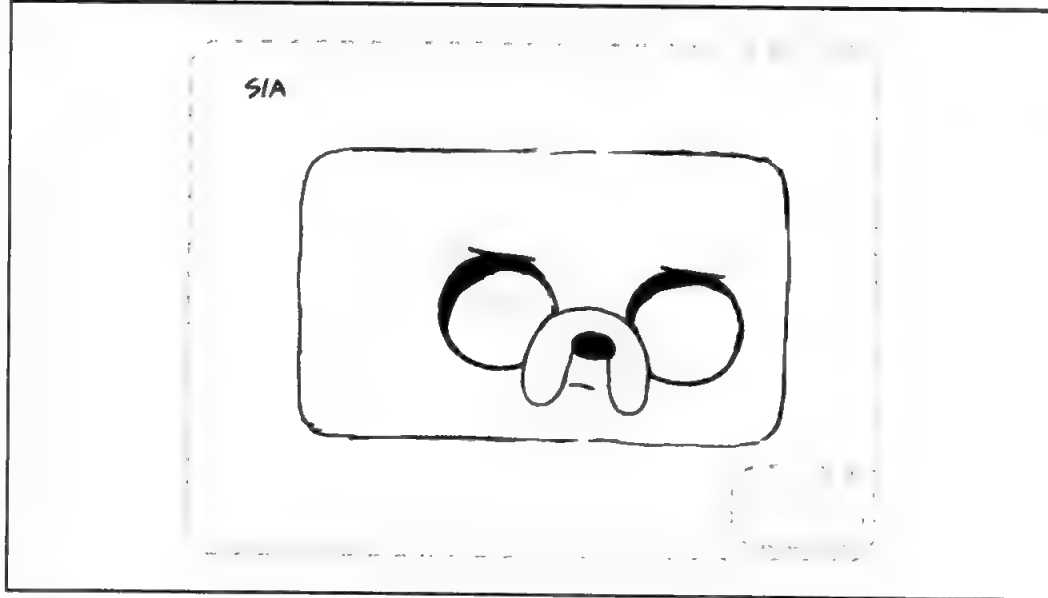
Page 108

Sc. 52 *CONT*

Pnl. B

Bg.

day night

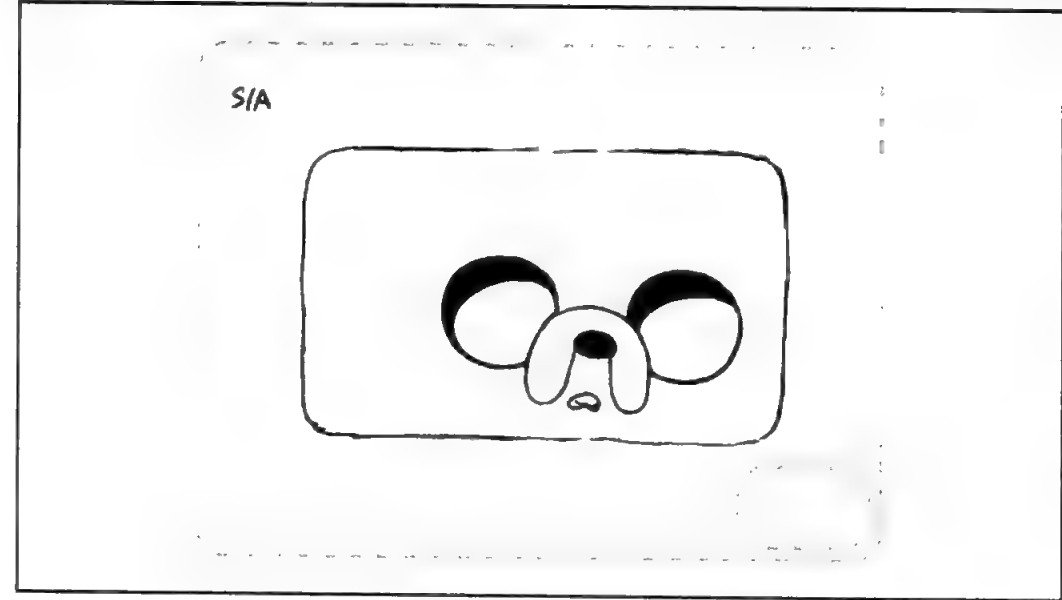


Sc. 52 *CONT*

Pnl. C

Bg.

day night



Dialog:

. . .

J/ FINN?

Action:

MAR 20 2014

Timing:

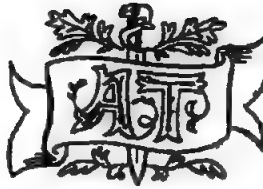
EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



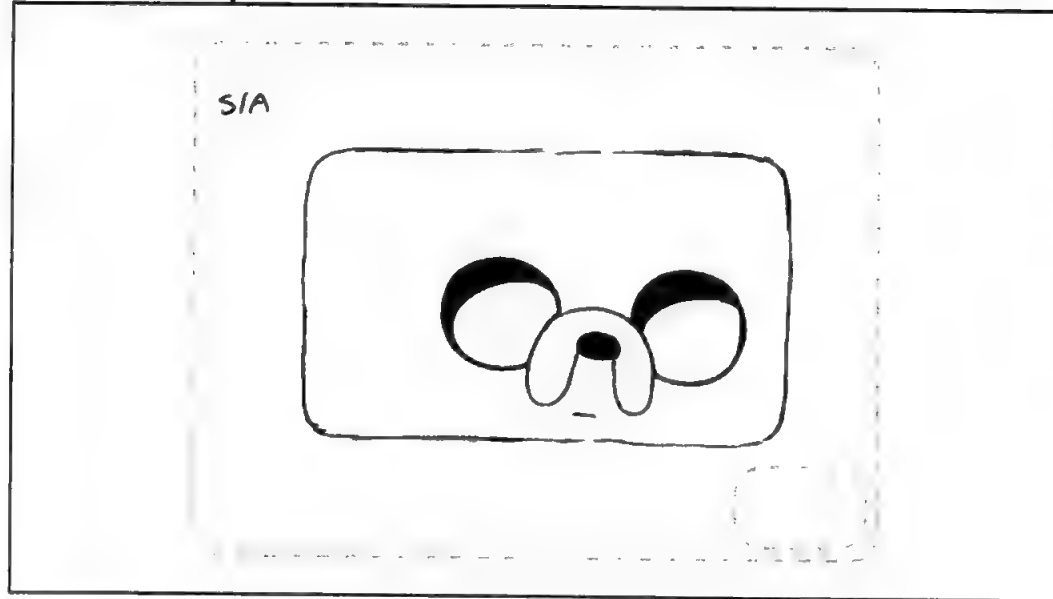
Page 109

Sc. 52 *CONT*

Pnl. D

Bg.

day night

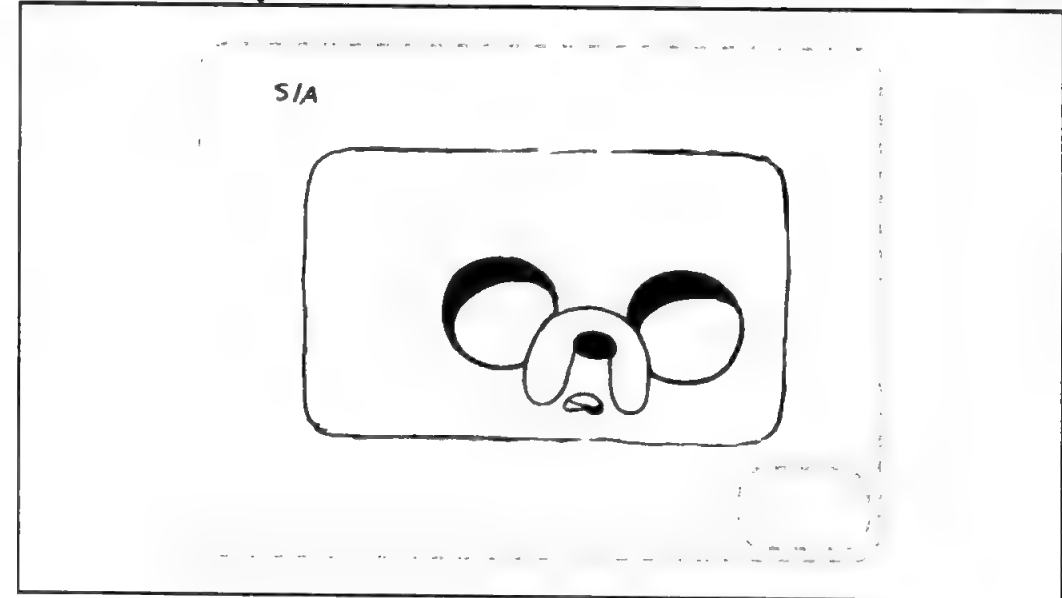


Sc. 52 *CONT*

Pnl. E

Bg.

day night



Dialog:

...

J/ BMO?

Action:

(BEAT)

MAR 20 2014

Timing:

EPISODE# 1025-177

Production :

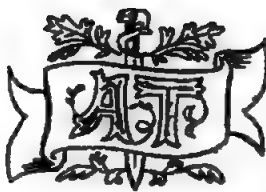
1025/177

1025/177

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ADVENTURE TIME



cut

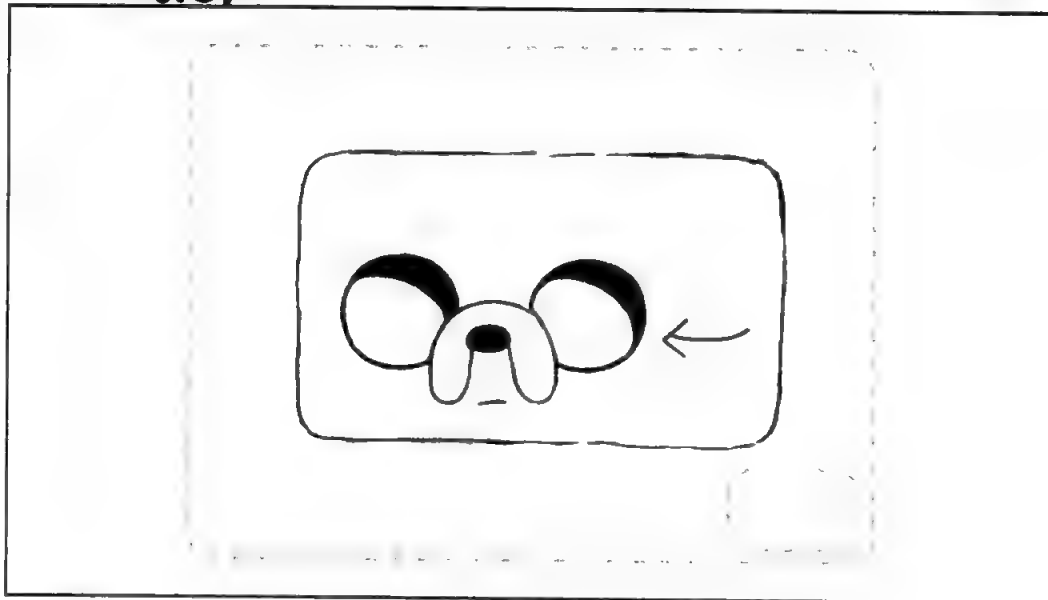
Page 110

Sc. 52 *CONT*

Pnl. F

Bg.

day night

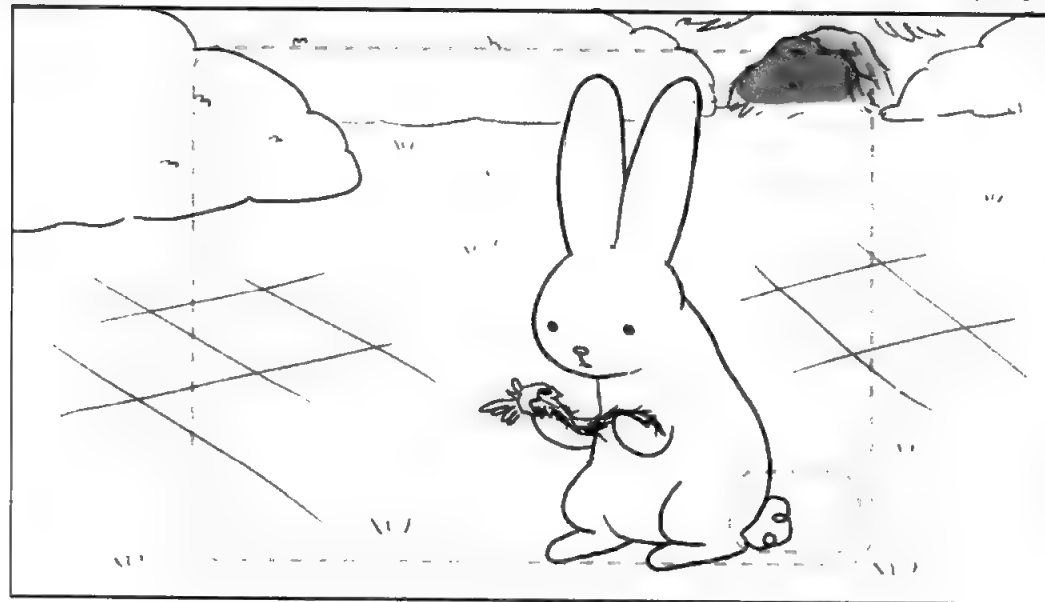


Sc. 53

Pnl. A

Bg.

day night



Dialog:

BUNNY / (o/s) (CHITTER)

Action:

- J. HEARS BUNNY AND LOOKS OVER.

- BUNNY SADLY INSPECTING REMAINS OF CARROT

Timing:

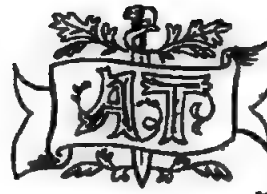
MAR 20 2014

EPISODE # 1025-177

Production :

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ADVENTURE TIME

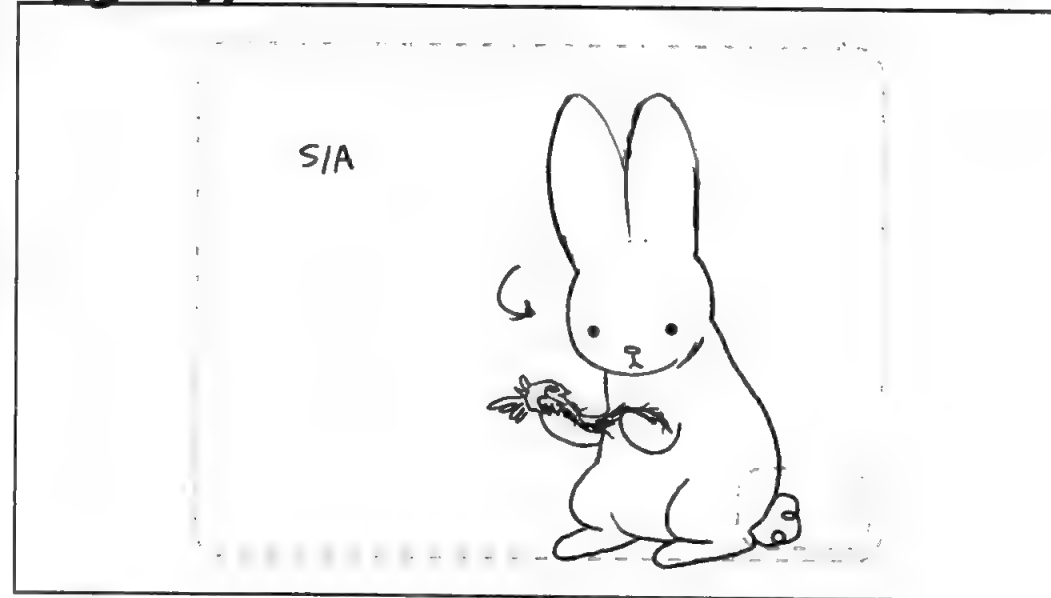


Sc. **53 CONT**

Pnl. **B**

Bg.

day night

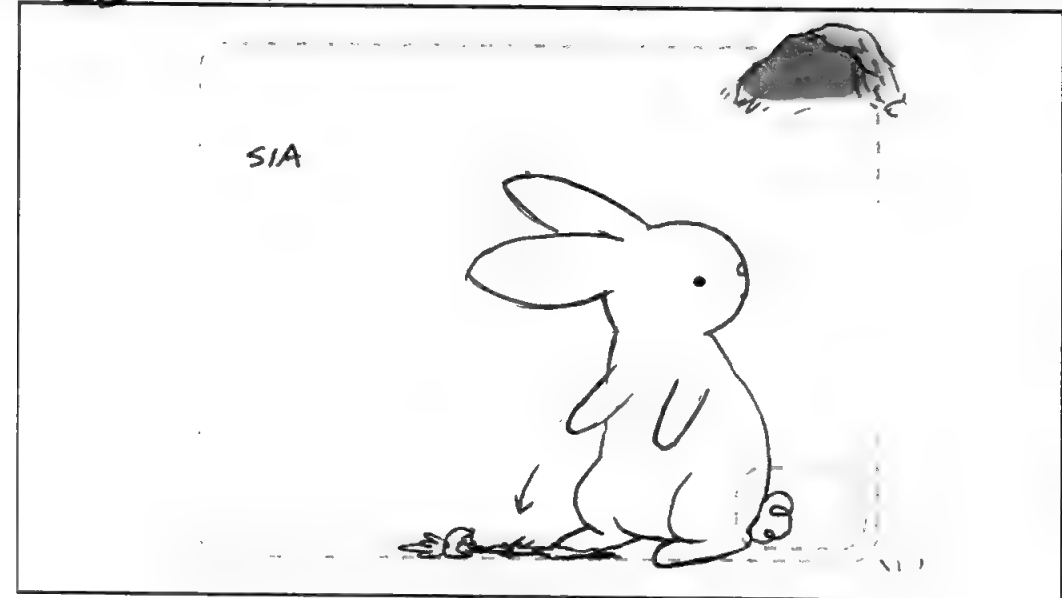


Sc. **53 CONT**

Pnl. **C**

Bg.

Page **111**
111A NEXT
day night



Dialog:

Action:

- B DROPS CARROT REMAINS
- BUNNY HOPS OVER TO WARREN AND HOPS INSIDE

Timing:

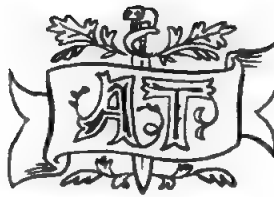
MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177



ADVENTURE TIME

Sc. 53 *cont*

Pnl.

Bg.

day night

Page 111A
112 NEXT

HU
Cut



Dialog:

Action:

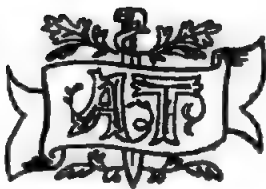
MAR 20 2014

Timing:

EPISODE # 1025-177

Production:

ADVENTURE TIME



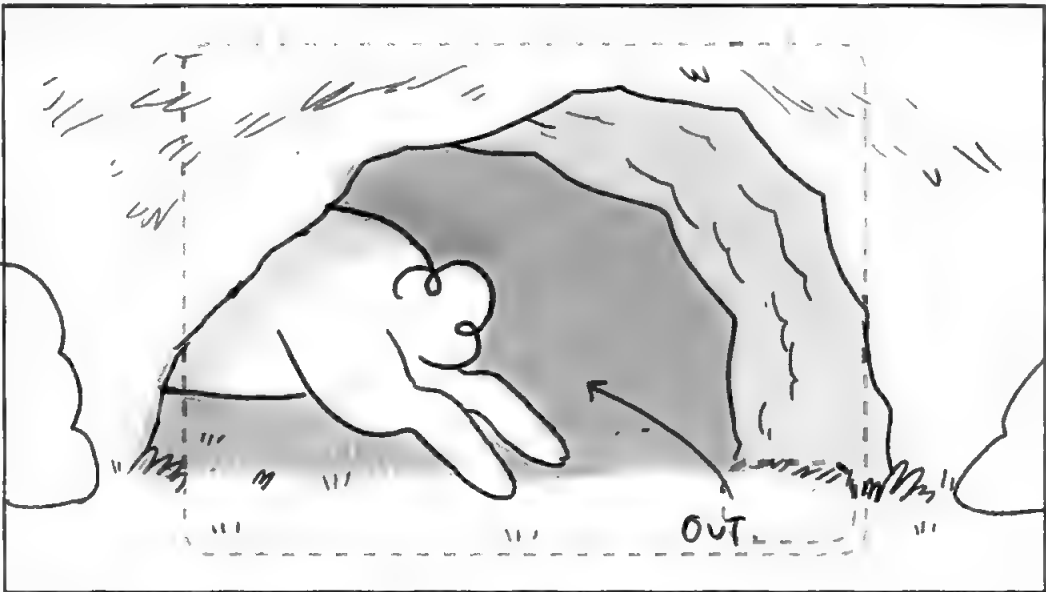
Page 112

Sc. 54

Pnl. A

Bg.

day night



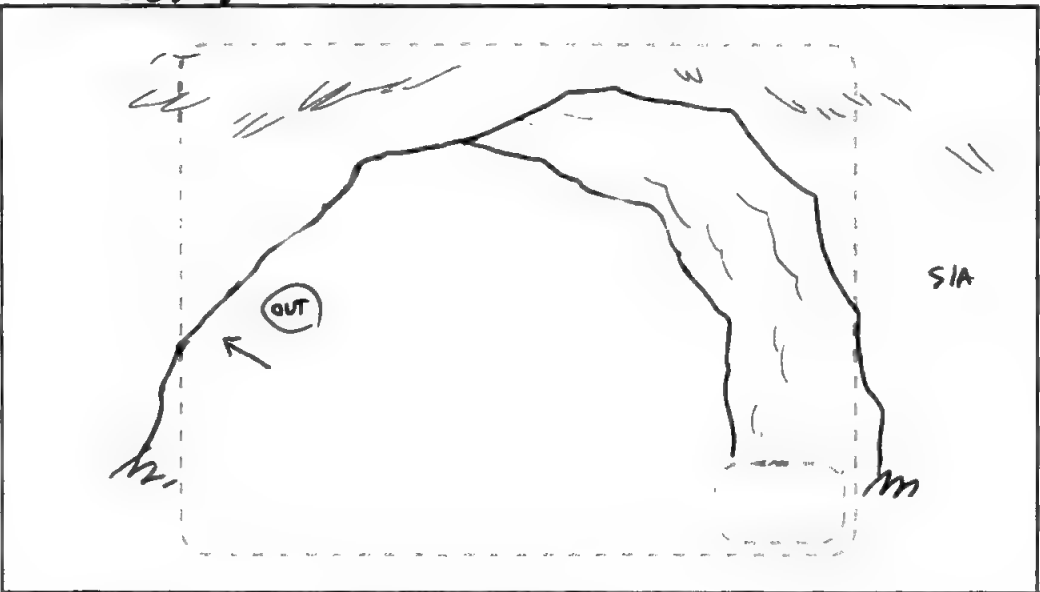
Sc. 54

CONT

Pnl. B

Bg.

day night



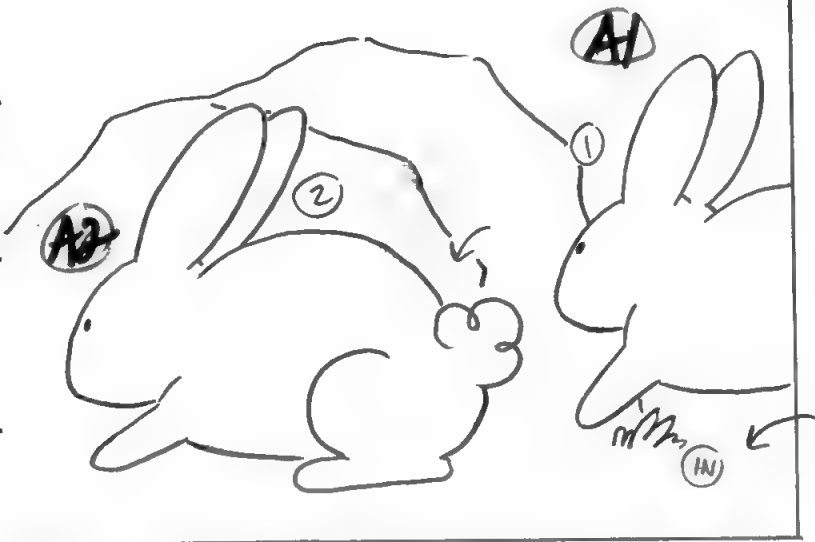
Dialog:

Action:

BUNNY HOPS INSIDE WARREN

Timing:

↓: (v/c) MR. BUNNY RETREATS --



MAR 20 2011

Production :

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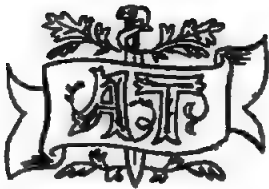
1025/177

1025/177

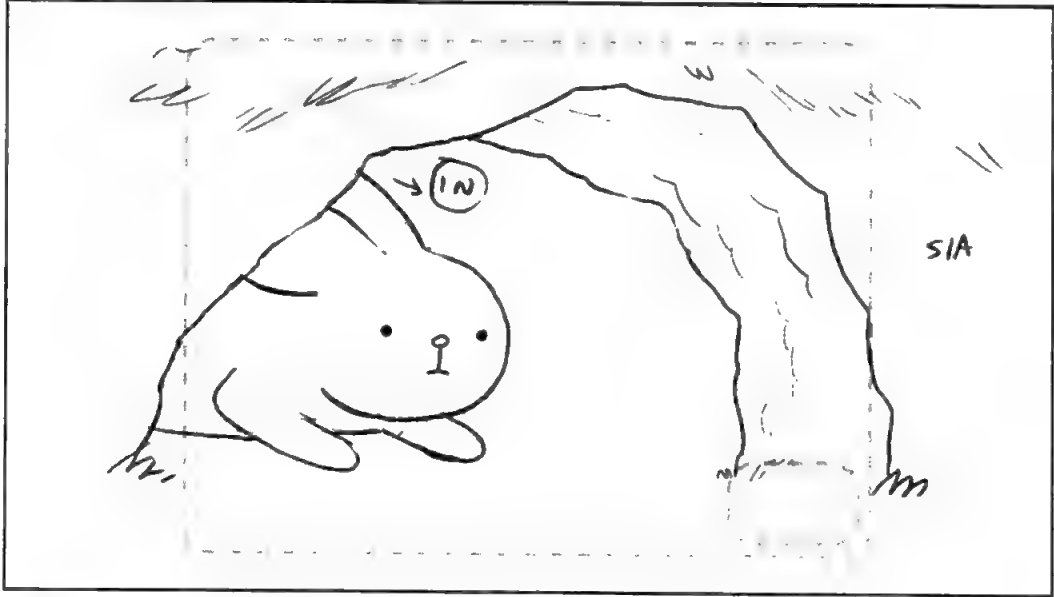
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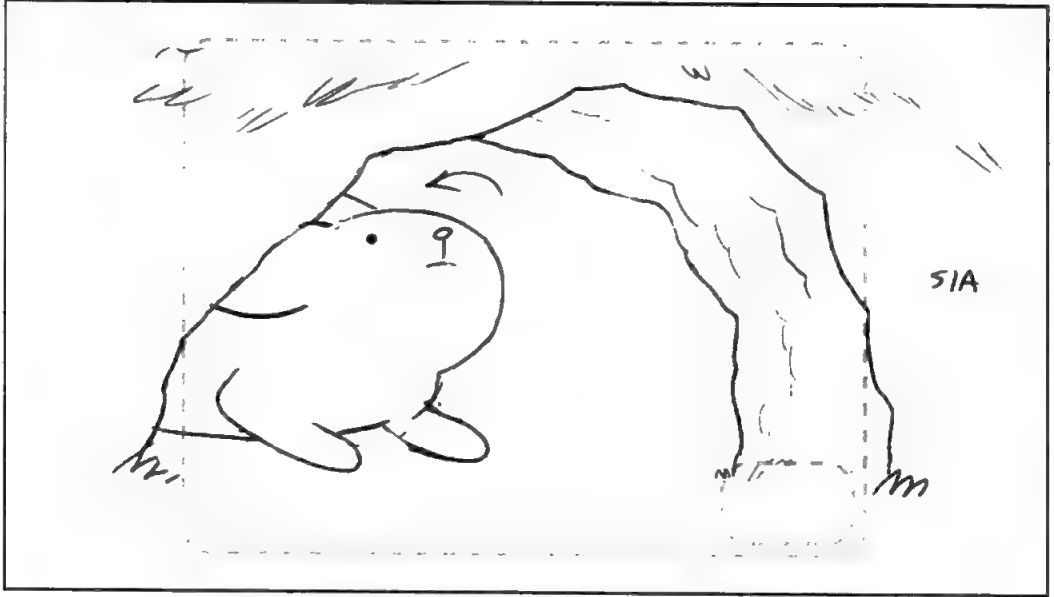
ADVENTURE TIME



Sc. 54 **CONT** Pnl. C Bg. day night



Sc. 54 **CONT** Pnl. D Bg. day night



Dialog:	
<u>J</u> : (o/s) TO HIS WARREN...	<u>J</u> /(o/s) ITS HOMEMADE COMFORTS SOME CONSOLATION...
Action:	
BUNNY LOOKS AROUND AT WARREN	
Timing:	MAR 20 2014

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Production :

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ADVENTURE TIME



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Sc. 54 *CONT*

Pnl. *E*

Bg.

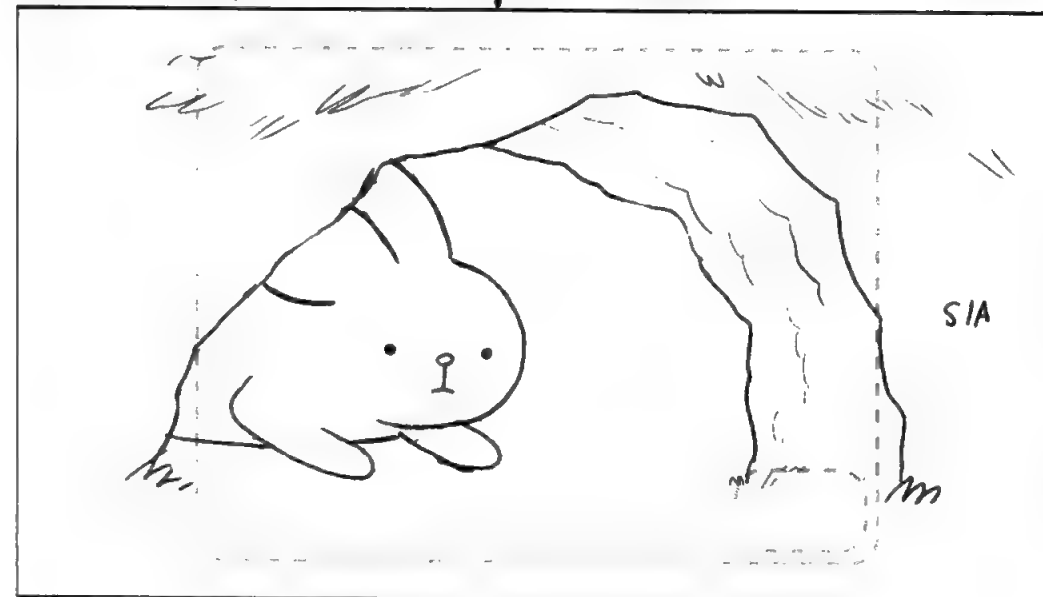
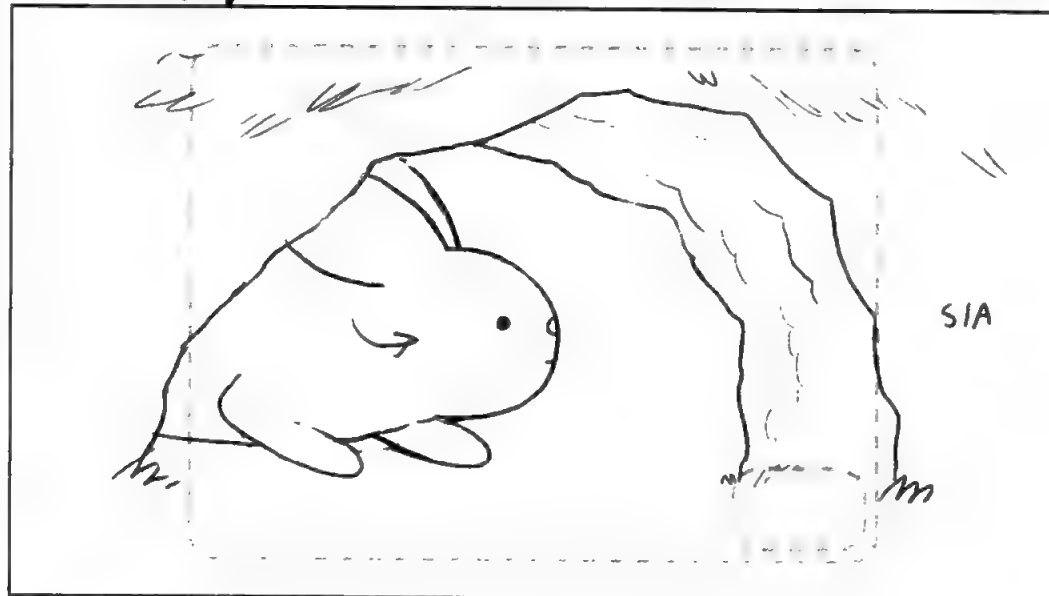
day night

Sc. 54 *CONT*

Pnl. *F*

Bg.

day night



Dialog:

J/(o/s) (CONT) TO HELP PASS THE HUNGRY NIGHT

Action:

MAR 20 2014

Timing:

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Production :

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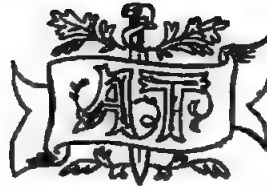
1025/177

1025/177

1025/177

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ADVENTURE TIME



Page 115

Sc

55

Pnl.

A

Bg.

day night

B



Dialog:

X Diss to Twilight

J/ TWILIGHT FALLS ON THE PEACEFUL FOREST, A TWILIGHT UNAWARE OF THE STRUGGLES IT BOTH SOOTHES AND CONCEALS.

XX x diss

Action:

- PAN RIGHT ACROSS TWILIT BRICK SHACK/ PURPLE SKY.

MAR 20 2014

Timing:

EPISODE #

1025-177

Stop

Production :

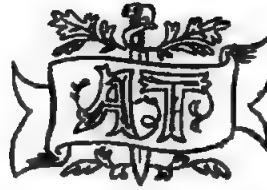
1025/177

1025/177

Cut w/-
X diss to
post

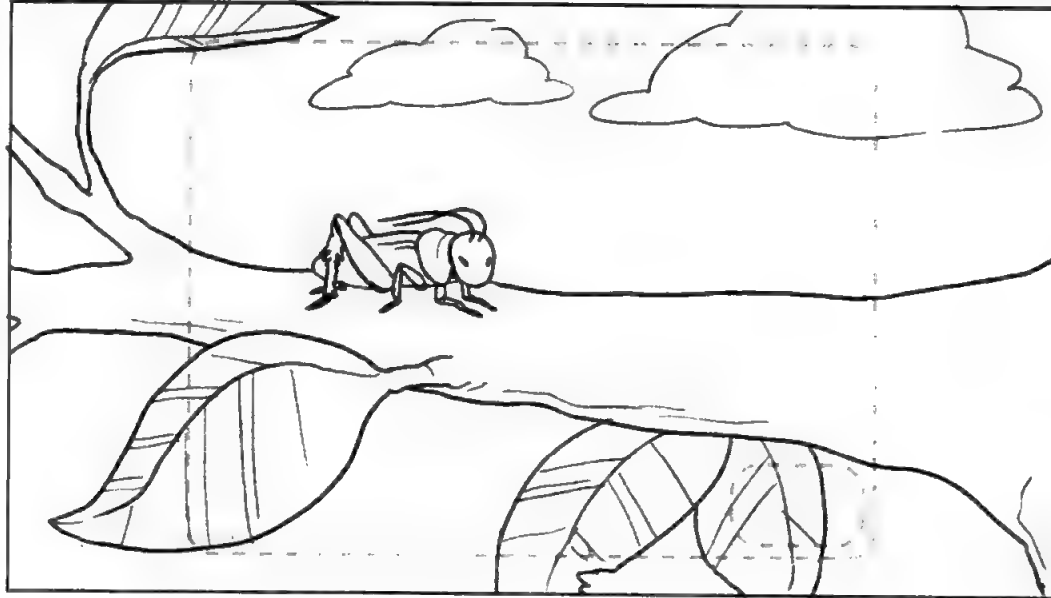
Handwritten notes: "X" and "un/d print"

ADVENTURE TIME

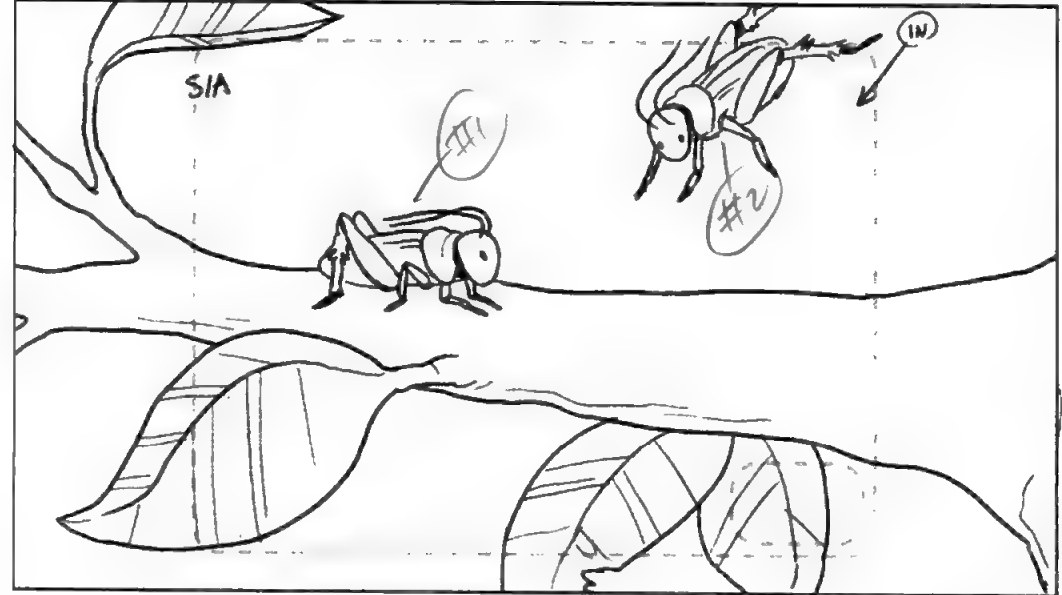


Page 116

Sc. 56 Pnl. A Bg. day night



Sc. 56 *CONT* Pnl. B Bg. day night



Dialog:

XX *X DISS*

J/ (O/S) THE CRICKETS BEGIN TO STIR . . .

Action:

- 2ND CRICKET LEAPS ON/S

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

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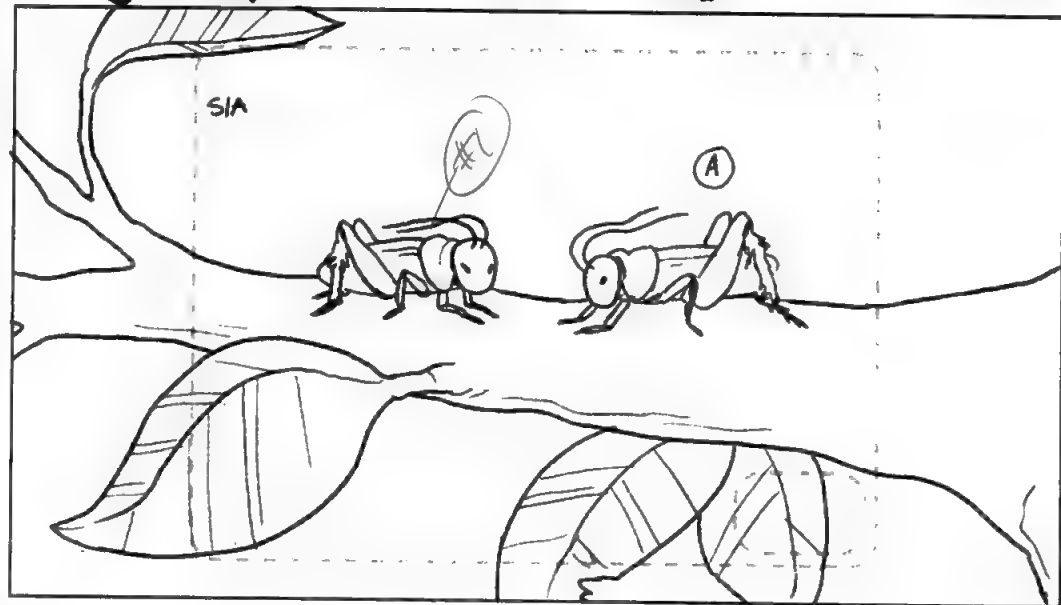
1025/177

ADVENTURE TIME

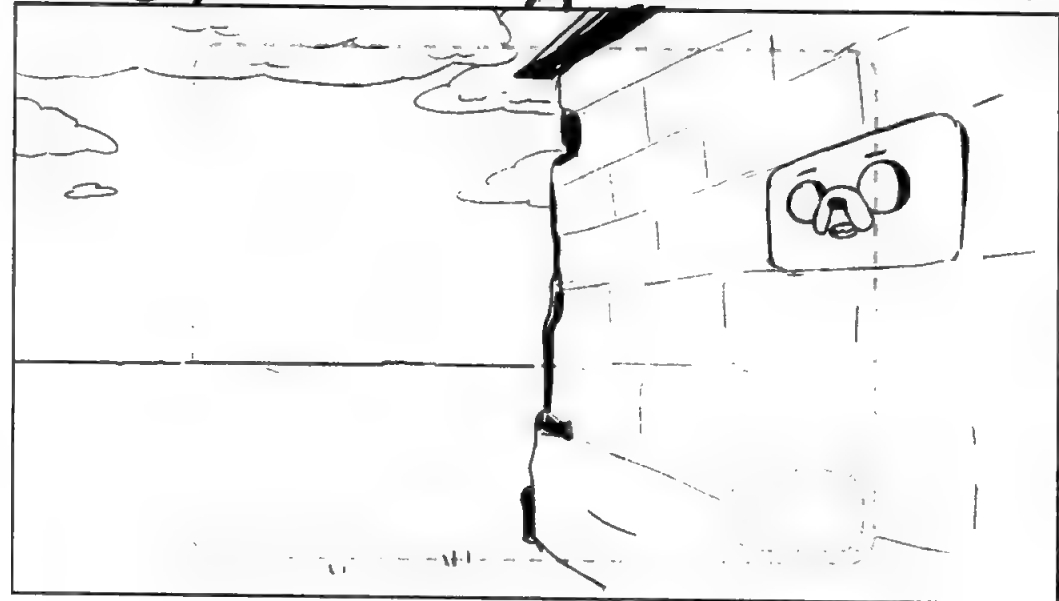


Page 117

Sc. **56 CONT** Pnl. **C** Bg. day night



Sc. **57** Pnl. **A** Bg. day night



Dialog:

J/ (O/S) REHEARSING THEIR MUSICAL RHAPSODIES...

SFX: *CRICKETS *

J/ IN THE DISTANCE ...

Action:

CRICKETS RUB LEGS & WINGS TOGETHER

MAR 20 2014

Timing:



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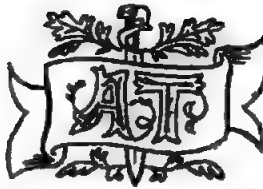
Production :

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ADVENTURE TIME



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Sc. 57 *CONT*

Pnl. B

Bg.

day night

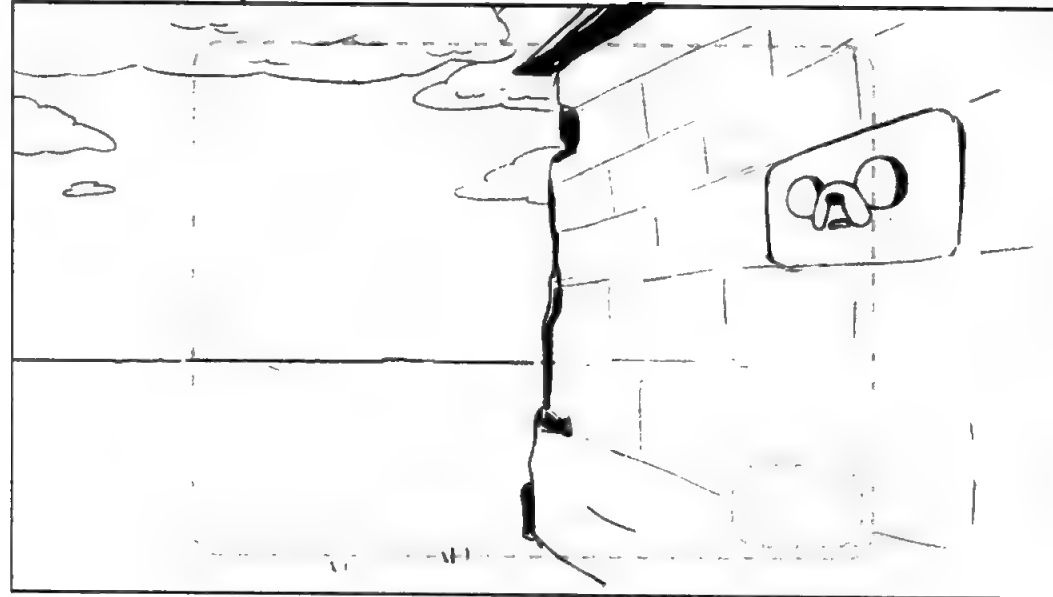


Sc. 57 *CONT*

Pnl. C

Bg.

day night



*Cut
w/ X-Disc
3 per +*

EPISODE # 1025-177

Dialog:

J/ FLASHES OF HEAT LIGHTNING ILLUMINATE A PURPLE SUMMER SKY

X-Disc

Action:

-LIGHTNING FLASHES. INTERMITTANTLY.

MAR 20 2014

Timing:

Production :

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1025/177

1025/177

ADVENTURE TIME



Page 119

Sc. 58

Pnl. A

Bg.

day night



Sc. 58 CONT

Pnl. B

Bg.

day night



Dialog:

XX

J/ (O/S) EVEN ANGRY DEER AT LAST MUST COME TO REST...

(A1)

(A2)

SFX: * CHWING *

MAR 20 2014

Action:

-DEER CHEWING

Timing:



- DEER LOOKS AROUND BORED



Production :

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ADVENTURE TIME



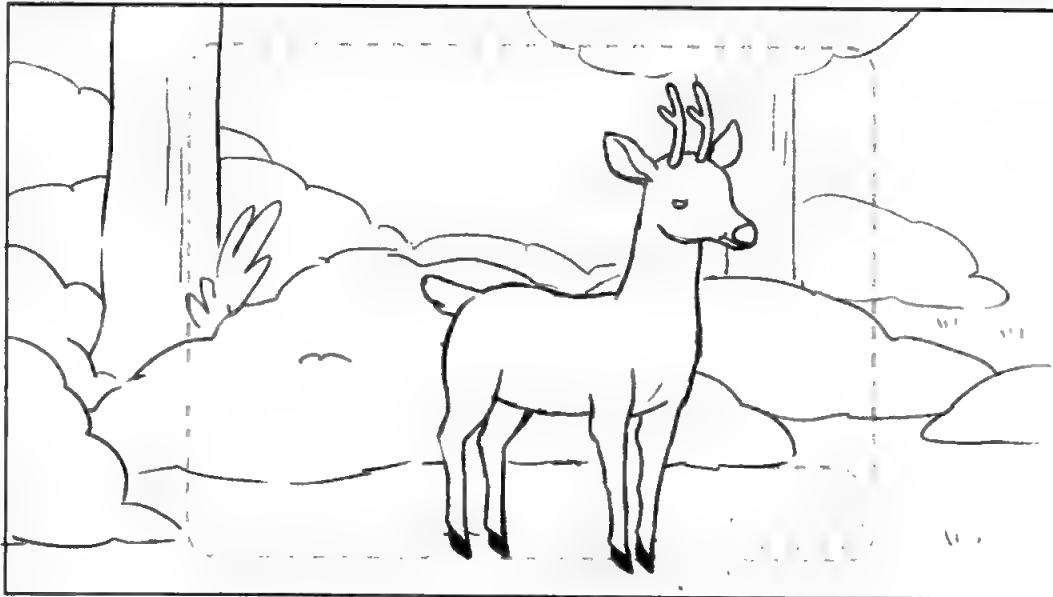
Page 120

Sc. Sq

Pnl. A

Bg.

day night

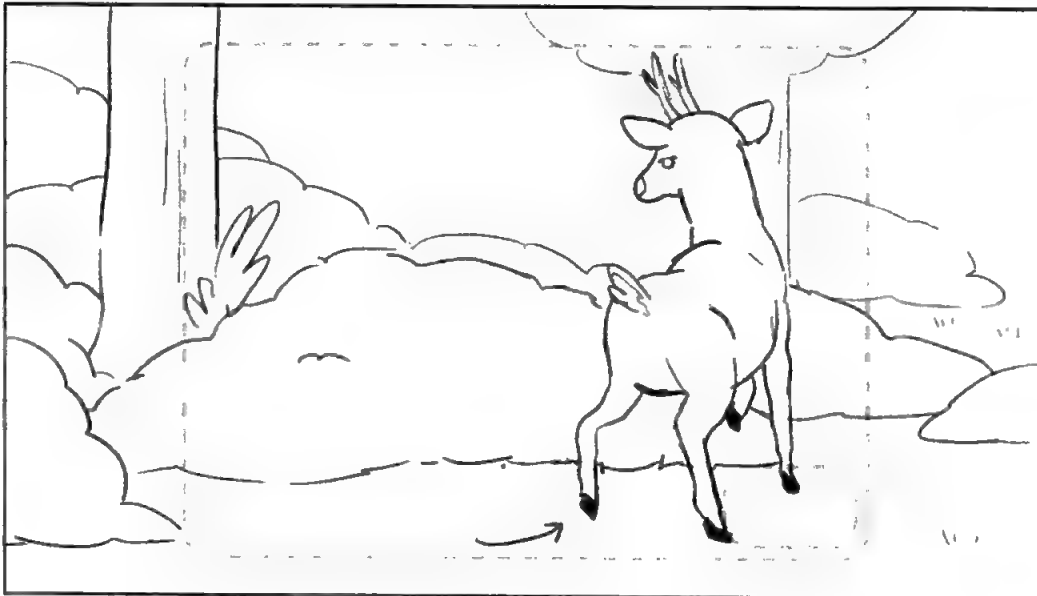


Sc. Sq CONT

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) AND SO IT IS WITH OUR ERTWHILE ANTAGONIST.

Action:

- DEER WALKS TOWARDS BUSHES

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

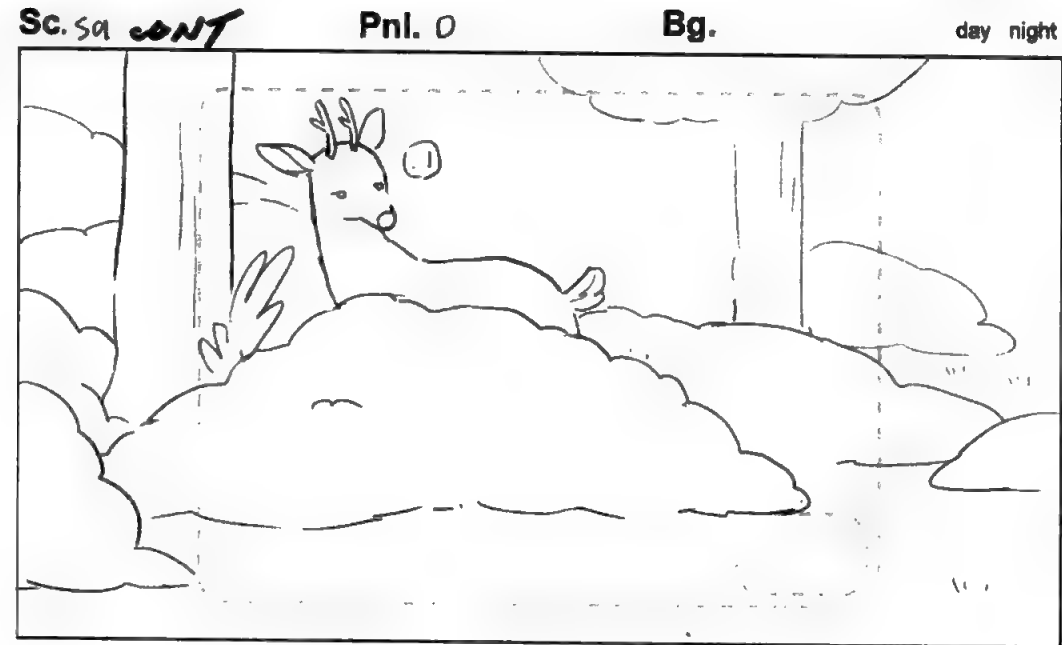
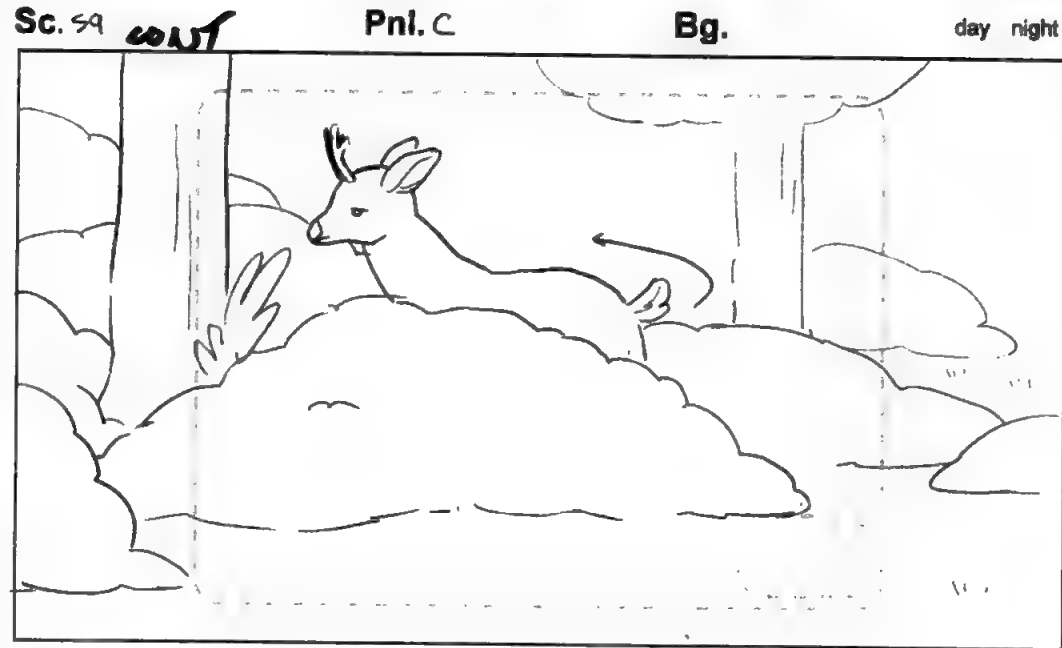
1025/177

1025/177

ADVENTURE TIME



Page 121



Dialog:	
Action:	<p>DEER LOOKS AROUND SUSPICIOUSLY</p> <p>MAR 20 2014</p>
Timing:	

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

ADVENTURE TIME



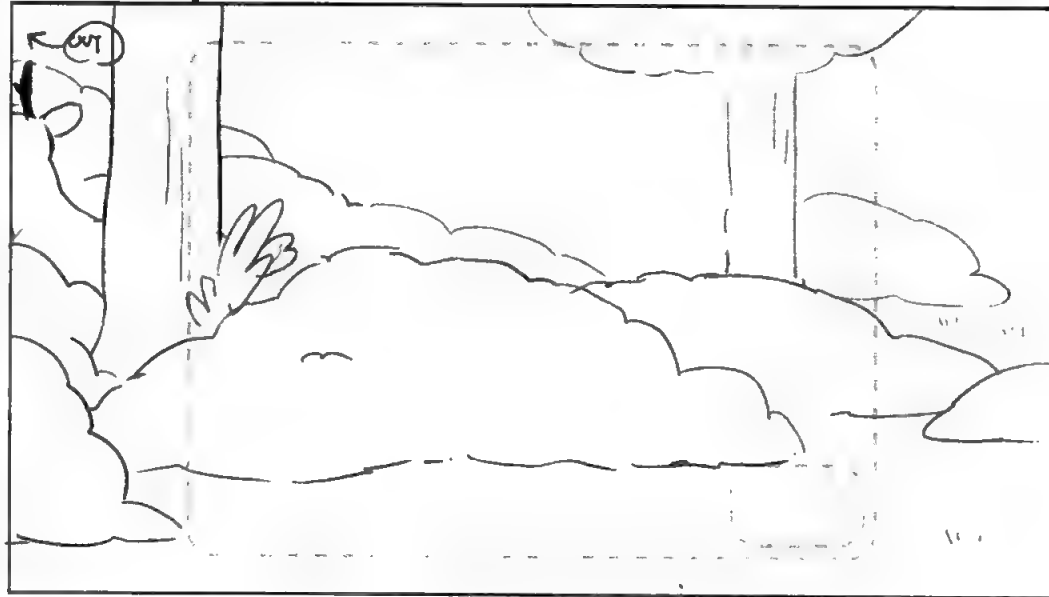
Page 122

Sc. 54 *cont*

Pnl. E

Bg.

day night

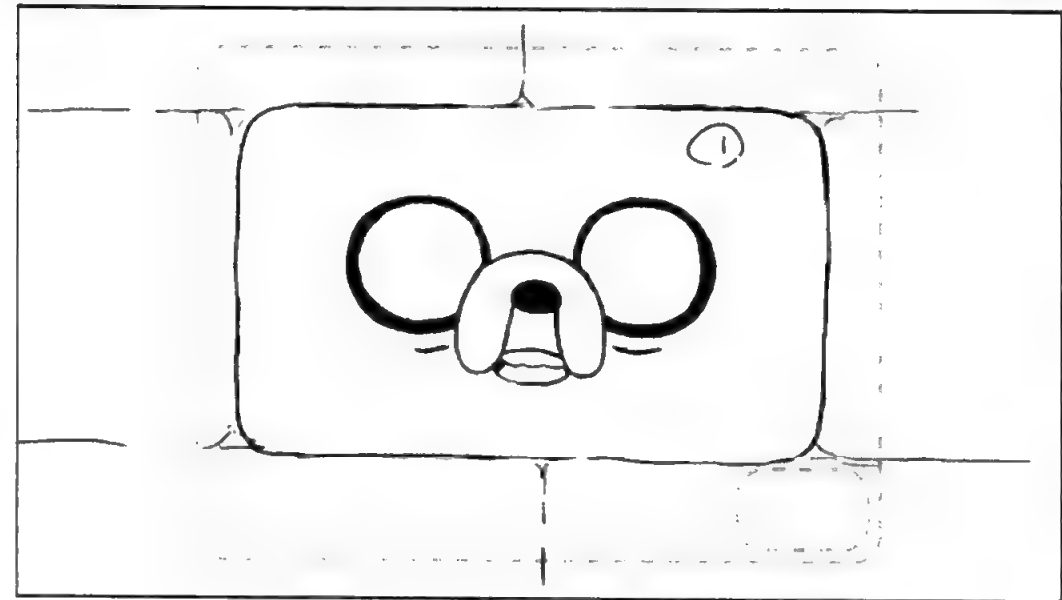


Sc. 60

Pnl. A

Bg.

day night



Dialog:

J/ (CVS) WHO HAS DISAPPEARED INTO A STAND OF TREES.

J/ PERHAPS TO DREAM OF TOMORROW'S POINTLESS BATTLES.

Action:

- J GETTING DROWSY

Timing:



EPISODE # 1025-177

Production :

1025/177

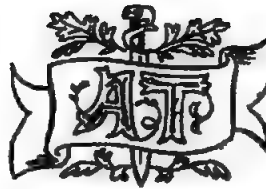
1025/177

1025/177

1025/177

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ADVENTURE TIME



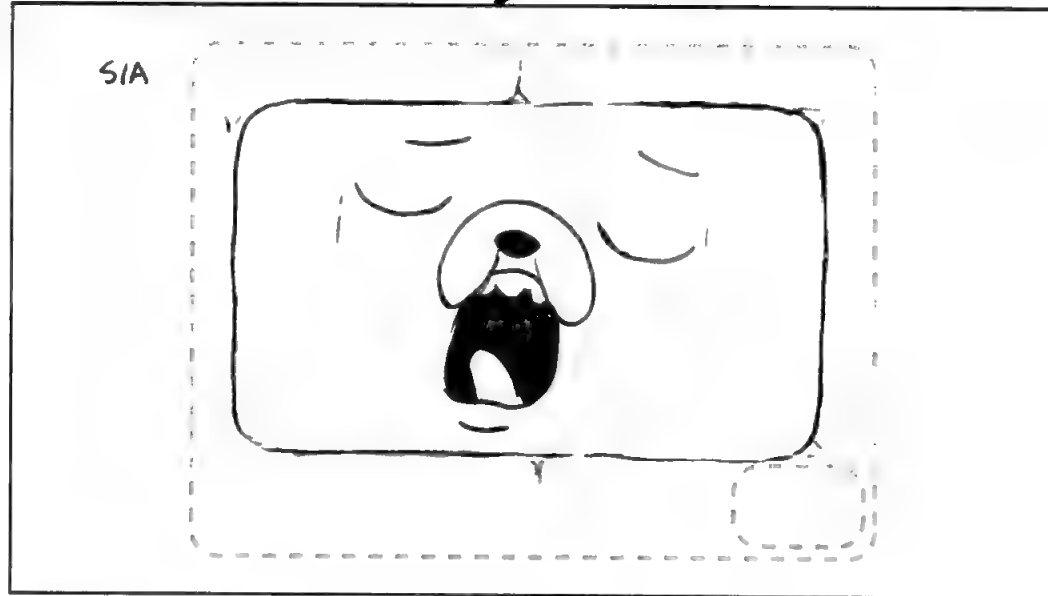
Page 123

Sc. 60 *CONT*

Pnl. *B*

Bg.

day night

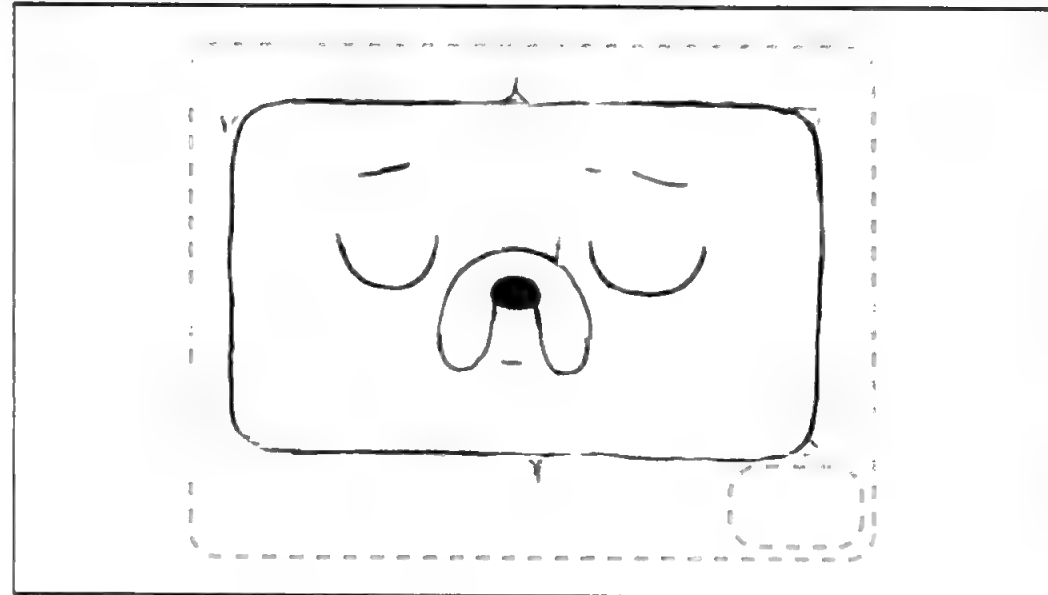


Sc. 60 *CONT*

Pnl. *C*

Bg.

day night



Dialog:

J / (YAWN)

Action:

— JAKE FALLS ASLEEP

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

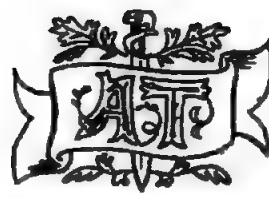
1025/177

1025/177

1025/177

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ADVENTURE TIME



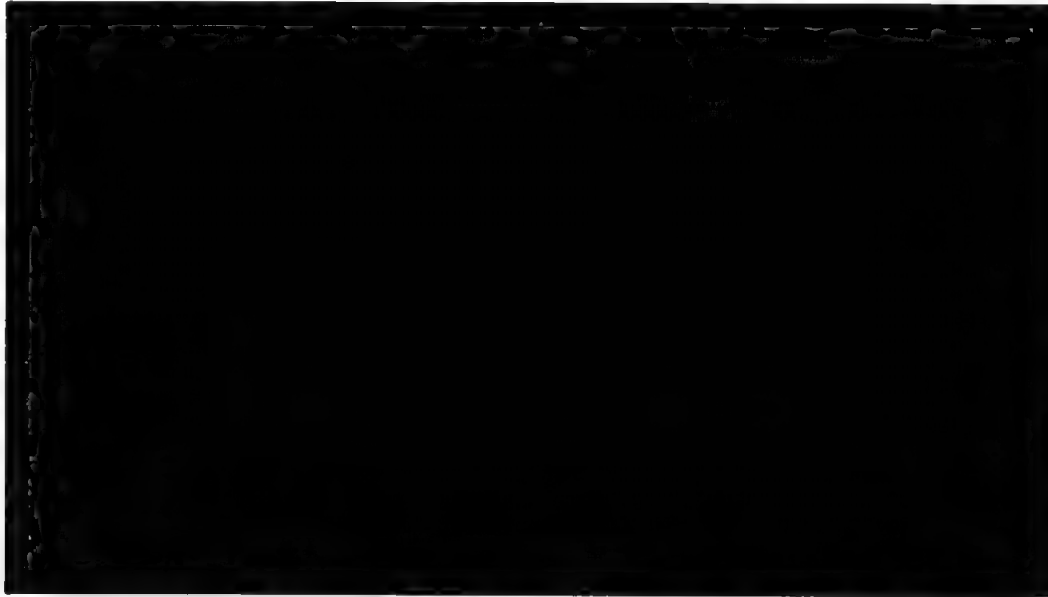
Cut to / Fade to

Sc. 60 *cont*

Pnl. D

Bg.

day night

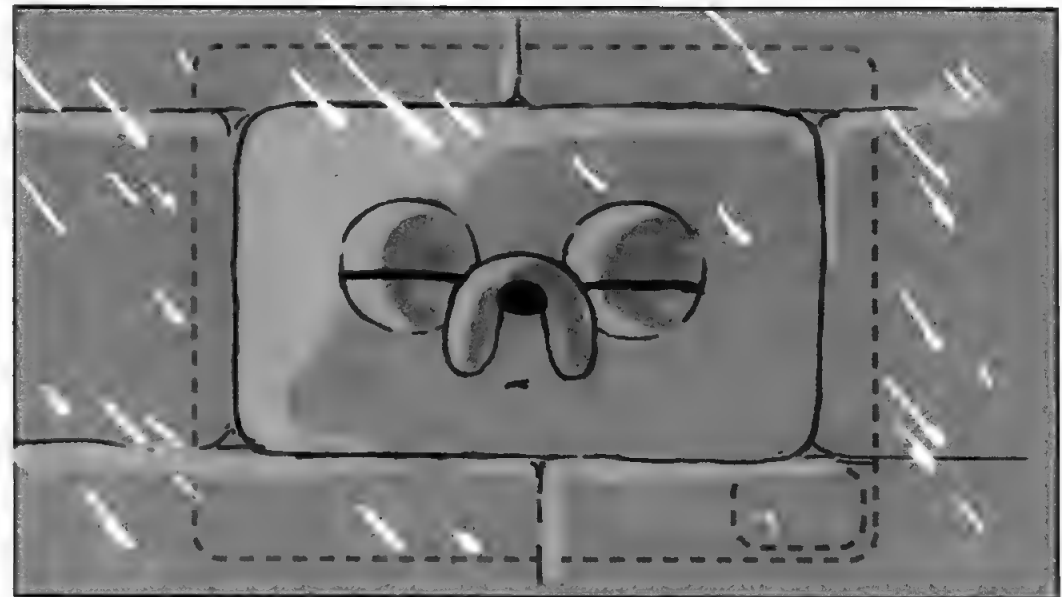


Sc. 61

Pnl. A

Bg.

day night



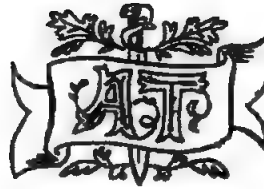
Dialog:	
<p>FADE to Black</p>	<p>SFX: WIND RAIN</p>
Action:	
<p>FADE TO BLACK</p>	<p>— INTENSE WIND & RAIN</p>
Timing:	
<p>MAR 20 2014</p>	

EPISODE # 1025-177

Production :

1025/177

ADVENTURE TIME



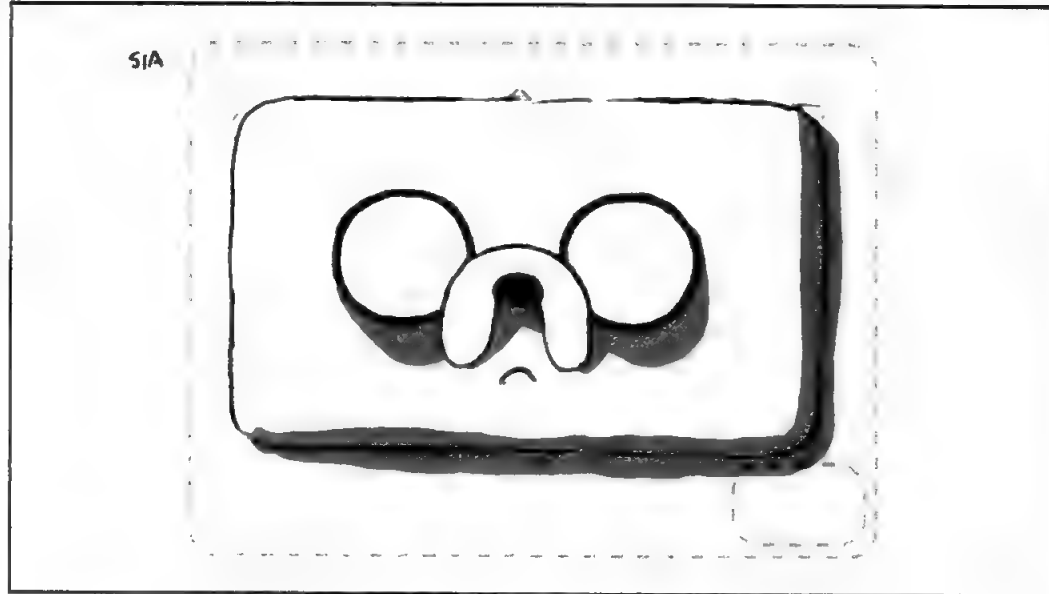
Page 125

Sc. 61 CONT

Pnl. B

Bg.

day night

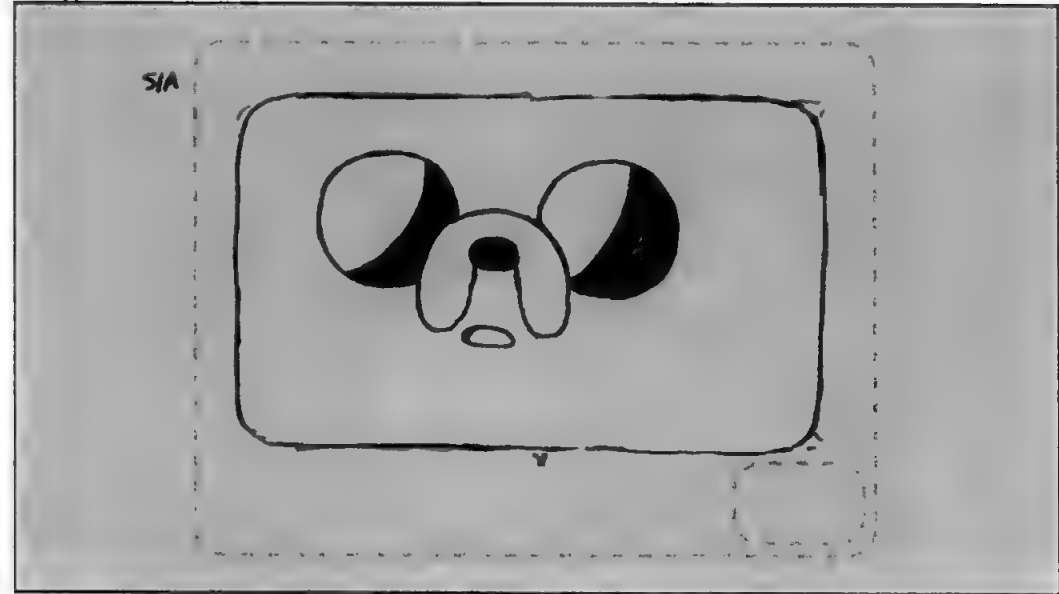


Sc. 61 CONT

Pnl. C

Bg.

day night



Dialog:

SFX: * THUNDER *

Action:

LIGHTNING FLASHES (RAIN & WIND CONT)

- J. LOOKS UP
- LIGHTNING FADES

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

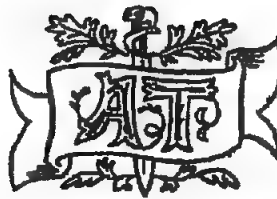
1025/177

1025/177

1025/177

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ADVENTURE TIME



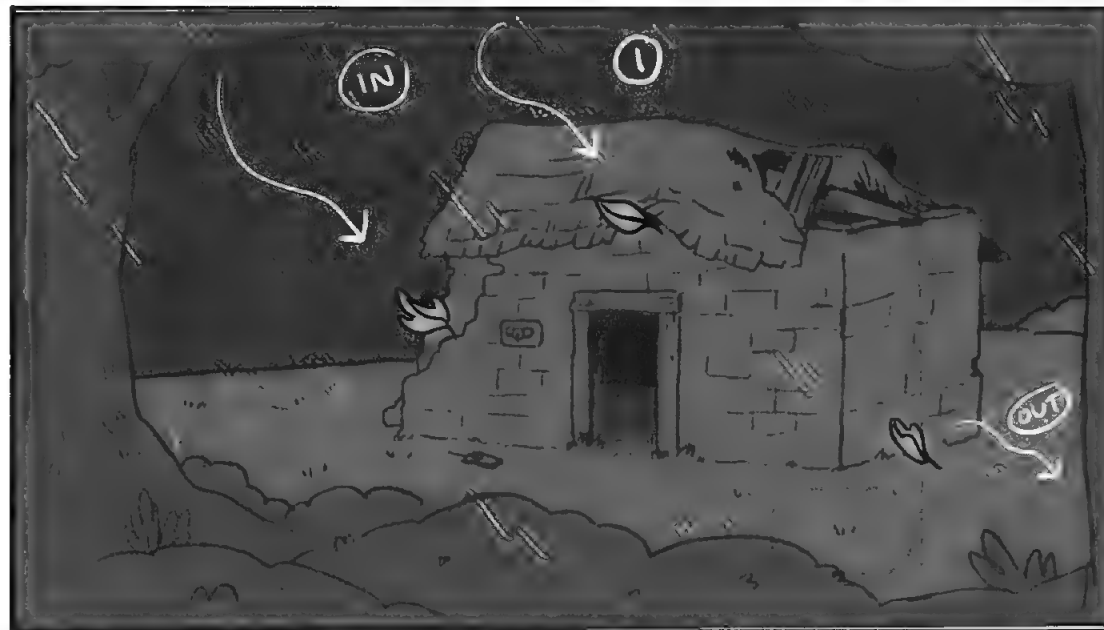
Page 126
126A NEXT
day night

Sc.62

Pnl. A

Bg.

day night



Sc.62 CONT

Pnl. B

Bg.



Dialog:

SFX / WIND, RAIN

Action:

- LEAVES BLOW BY -
SEE NEXT PG. FOR POSES

Timing:

- SKY IS LIT UP BY LIGHTNING,
- LIGHTNING! RAIN & WIND CONT
MAR 20 2014

EPISODE # 1025-177

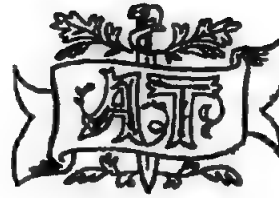
Production :

1025/177

1025/177

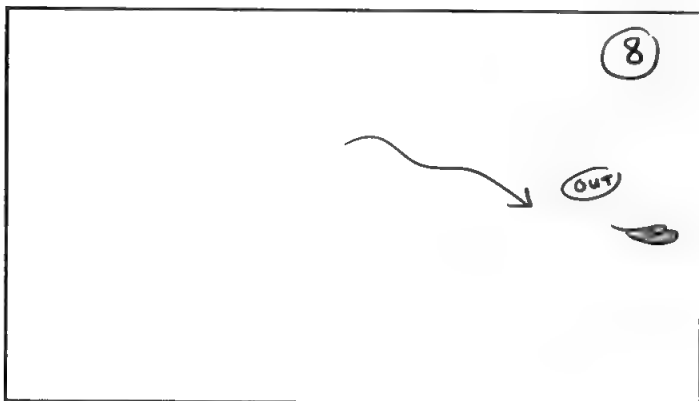
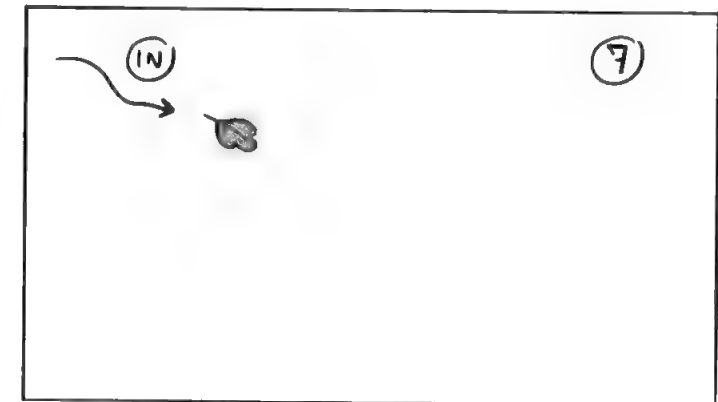
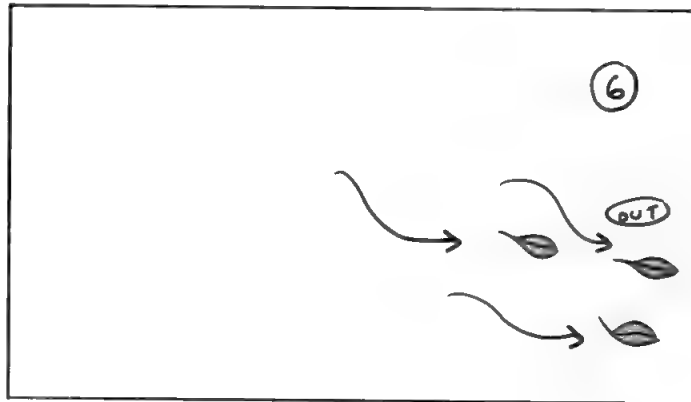
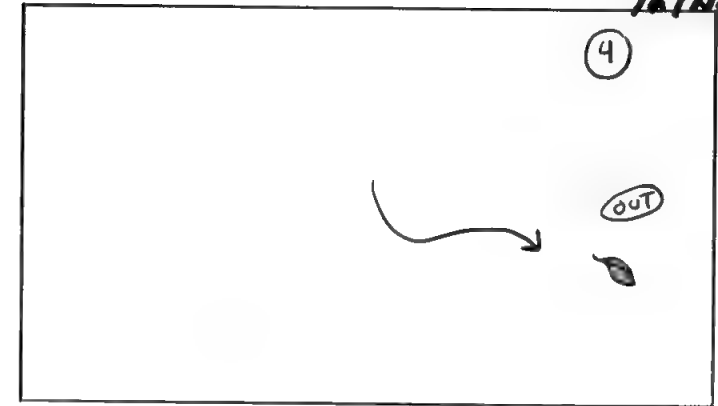
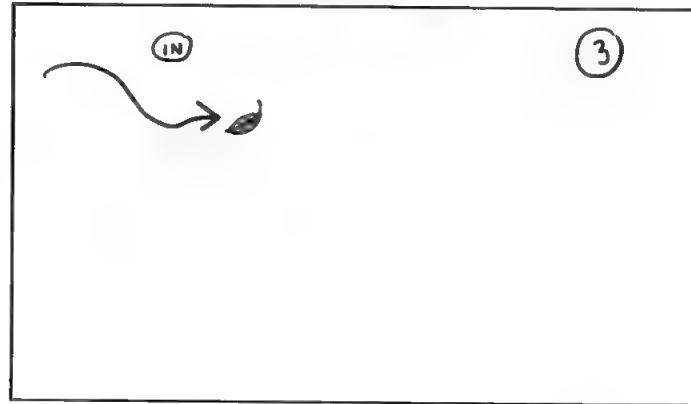
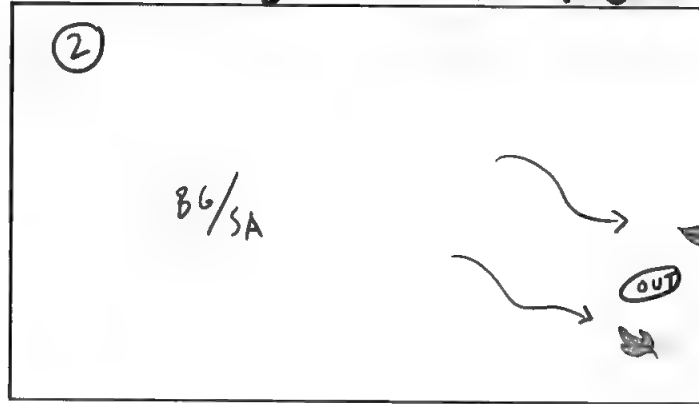
ADVENTURE TIME

Sc 62 LEAF POSES



Page 126 A
127 NEXT

Cut



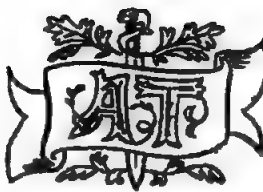
MAR 20 2014

1025/177

1025/177

1025/177

ADVENTURE TIME



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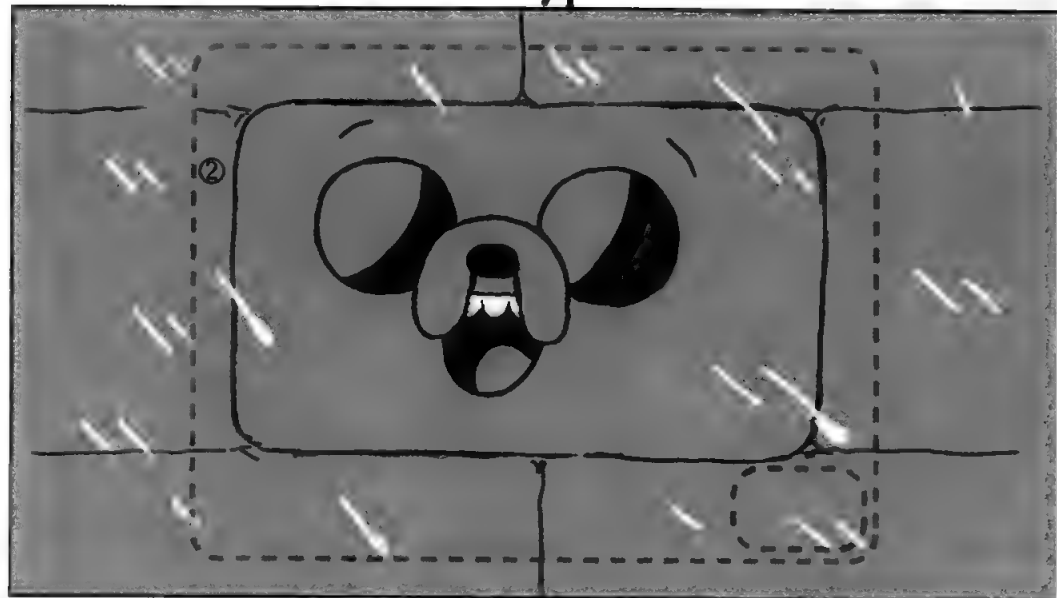
Sc. 63

Pnl.

A

Bg.

day night



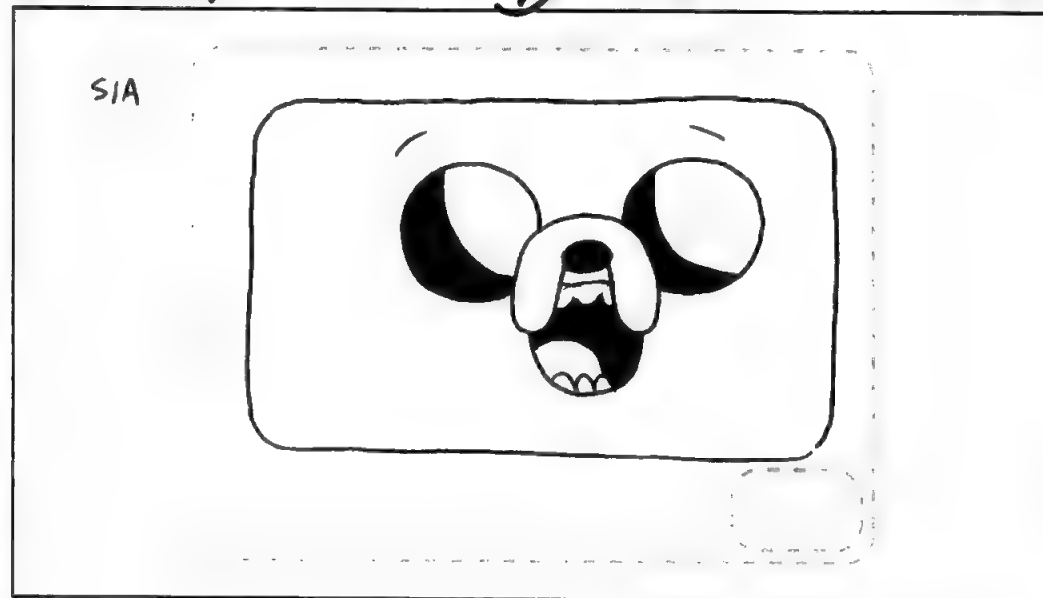
Sc. 63 CONT

Pnl.

B

Bg.

day night



Dialog:

J/ OH MY GLOB IT'S A CRAZY STORM!!

(NO lightning fx)

J/ THIS MIGHT BE IT!

Action:

- J. LOOKS AROUND EXCITEDLY.

Timing:

①
(A)



MAR 20 2014

Production :

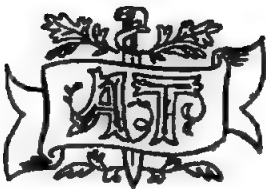
EPISODE # 1025-177

1025/177

1025/177

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ADVENTURE TIME



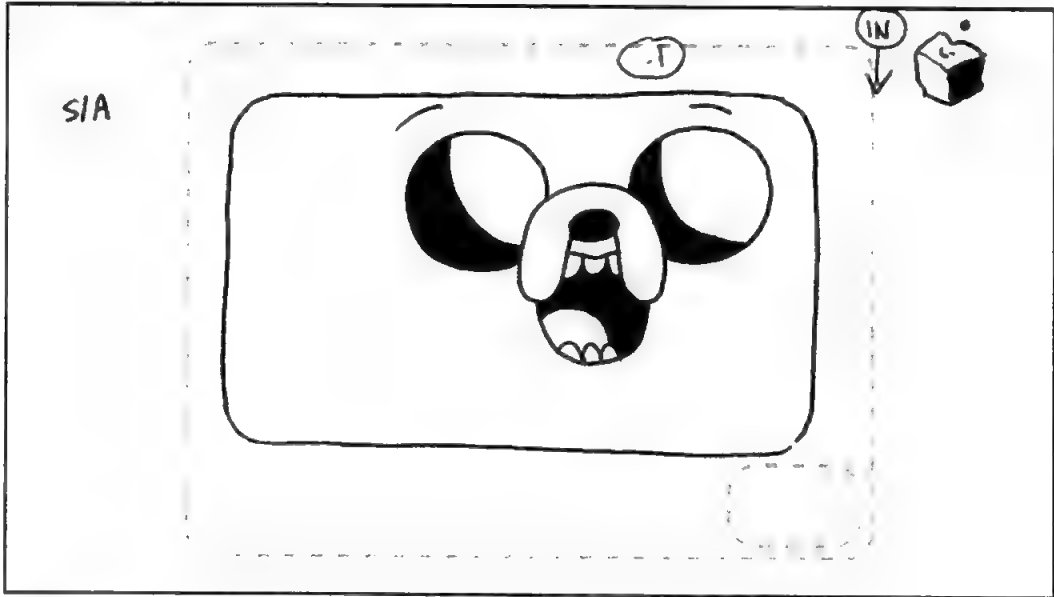
Sc. 63 *CONT*

Pnl.

C

Bg.

day night



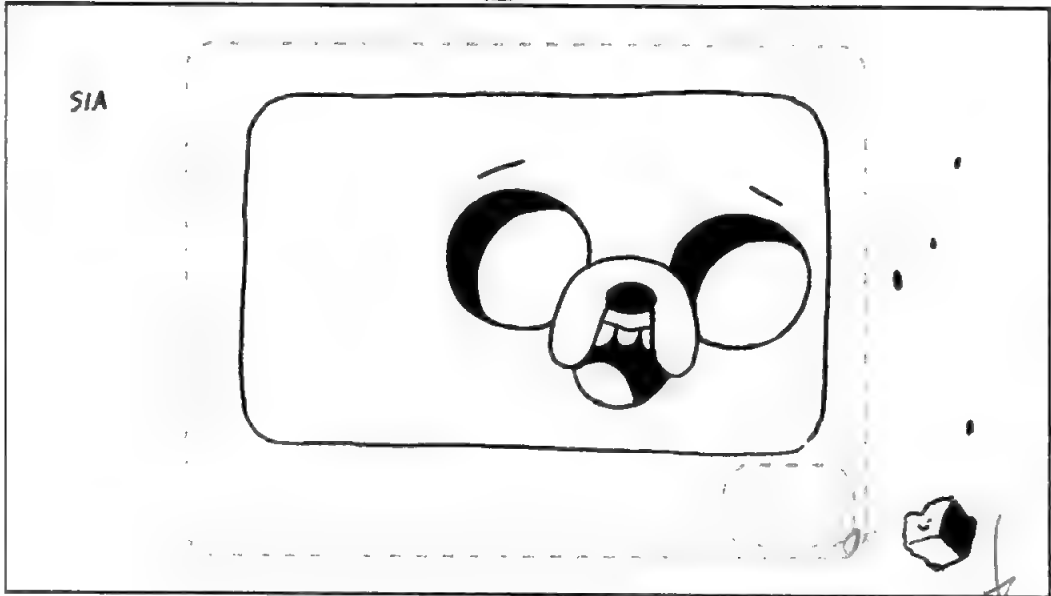
Sc. 63 *CONT*

Pnl.

D

Bg.

day night



Dialog:

J/ THIS WEATHER MIGHT KNOCK --

J/ (CONT'D) THE WHOLE THING DOWN!

Action:

C1 *-2*



J WATCHES PIECE OF SHACK CRUMBLE & FALL -- RAIN & WIND CONT'D.

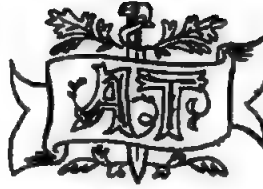
MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

ADVENTURE TIME



Page 129

Sc. 63 CONT

Pnl. E

Bg.

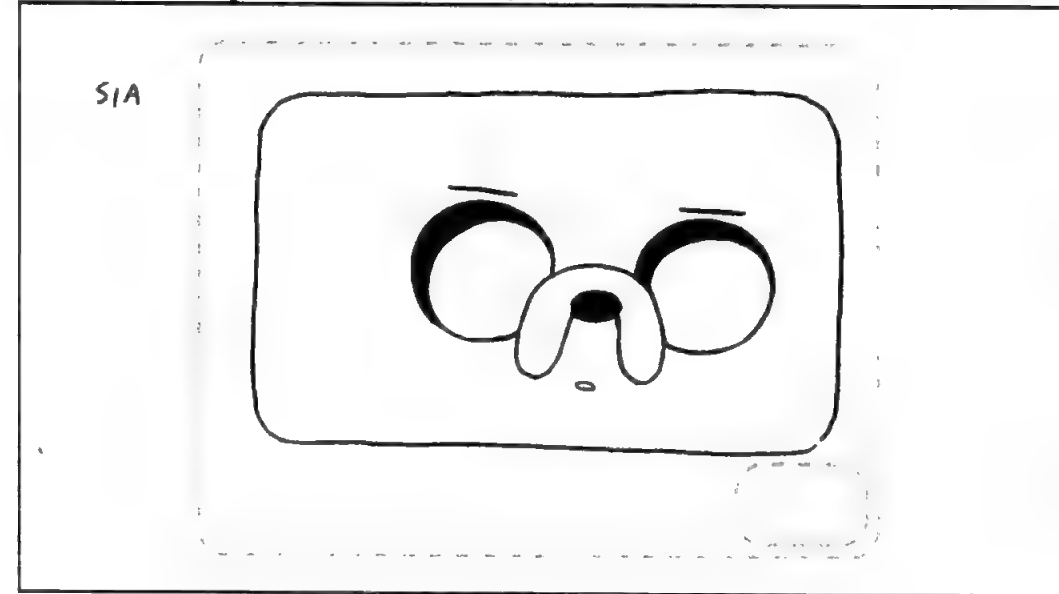
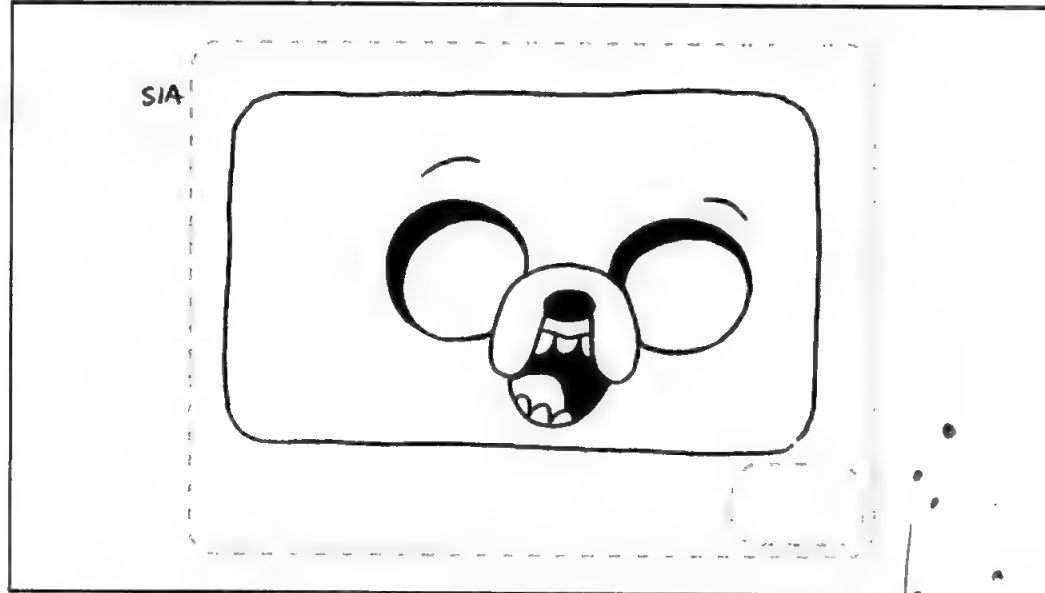
day night

Sc. 63 CONT

Pnl. F

Bg.

day night



Dialog:

J/ HA HA HA HA!

DUST
OS

BUNNY / (OS) (CHITTER CHITTER)

Action:

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



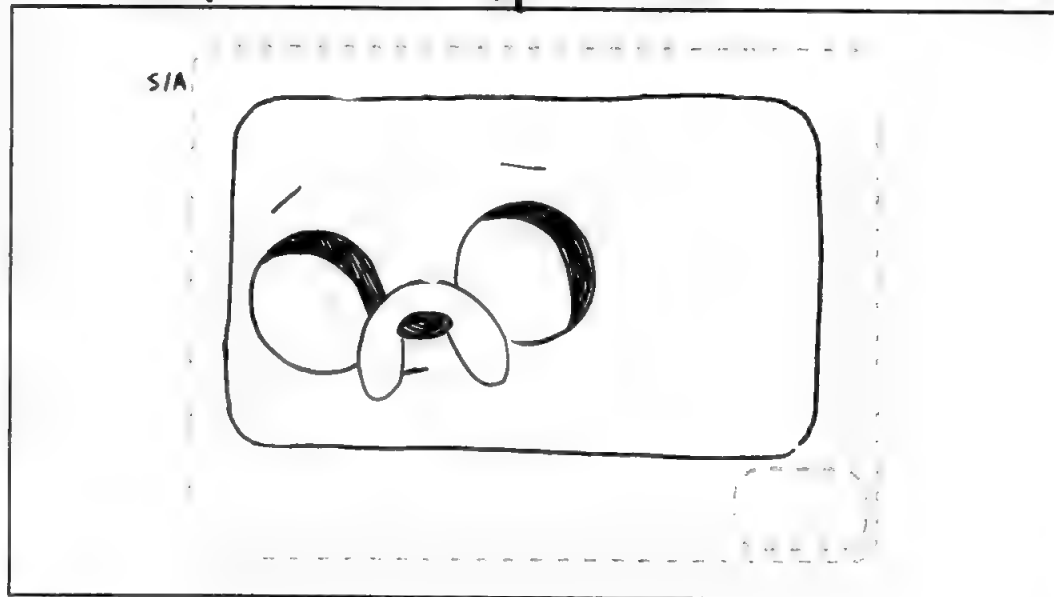
Page 130

Sc. 63 *CONT*

Pnl. *G*

Bg.

day night



Sc. 64

Pnl. A

Bg.

day night



Dialog:

Action:

- J. LOOKS TOWARDS BUNNY.

- MR BUNNY LOOKS AROUND WORRIED

Timing:

MAR 20 2014



EPISODE # 1025-177

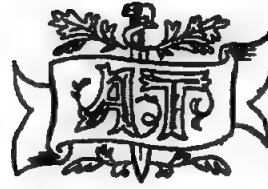
Production :

1025/177

1025/177

1025/177

ADVENTURE TIME



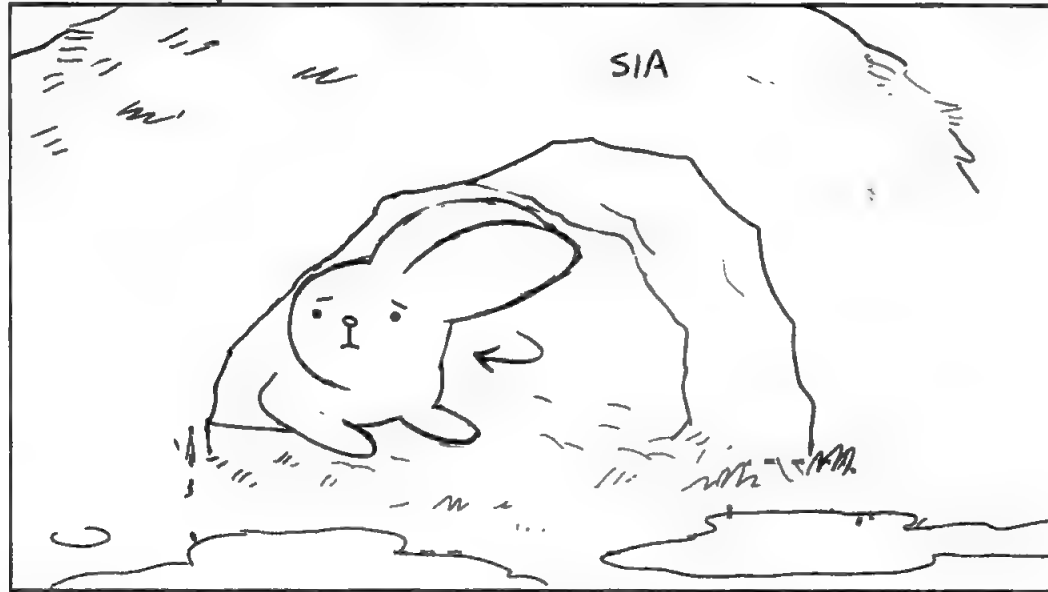
Page 131

Sc. 64 *CONT*

Pnl. B

Bg.

day night

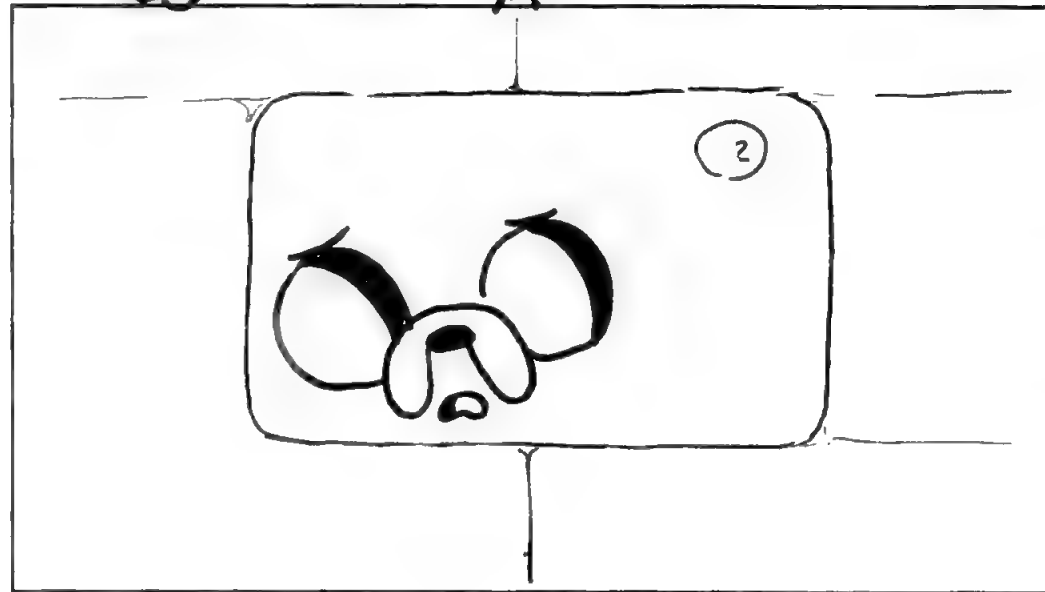


Sc. *65*

Pnl. *A*

Bg.

day night



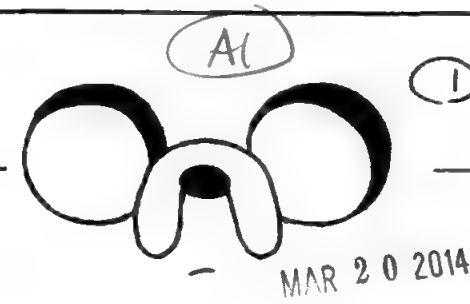
Dialog:

Action:

- B TURNS

- WIND & RAIN CONT'D

Timing:



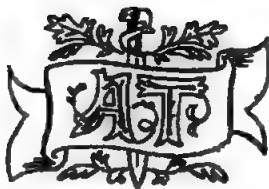
EPISODE # 1025-177

Production :

1025/177

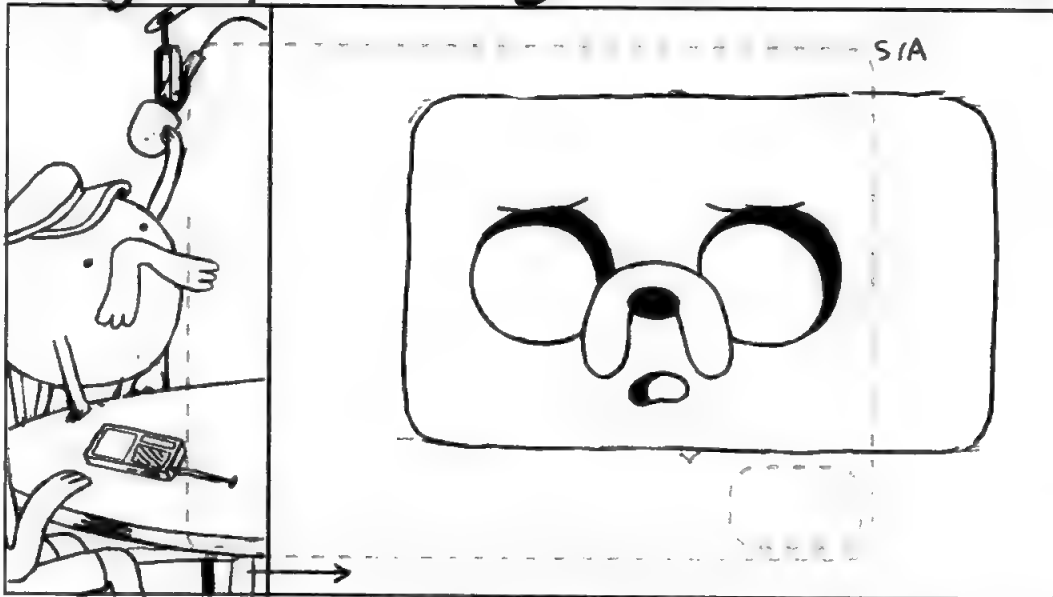
1025/177

ADVENTURE TIME

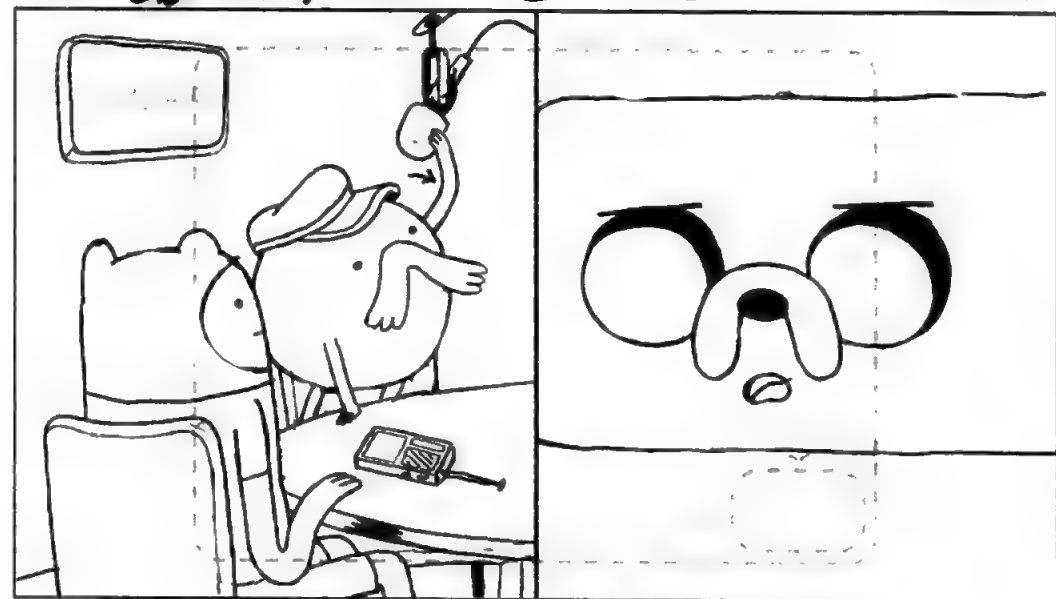


Page 132

Sc. 65 CONT Pnl. B Bg. day night



Sc. 65 CONT Pnl. C Bg. day night



Dialog:

Part in split screen

SFX/ RAIN, WIND, LIGHTNING

J/ IF A DEFINITION OF BRAVERY EXISTS...

Action:

- SPLIT SCREEN PUSHES ON / S SLOWLY.

MAR 20 2014

Timing:

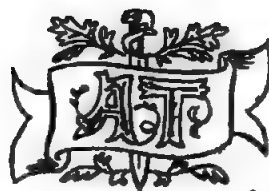
EPISODE # 1025-177

Production :

1025/177

1025/177

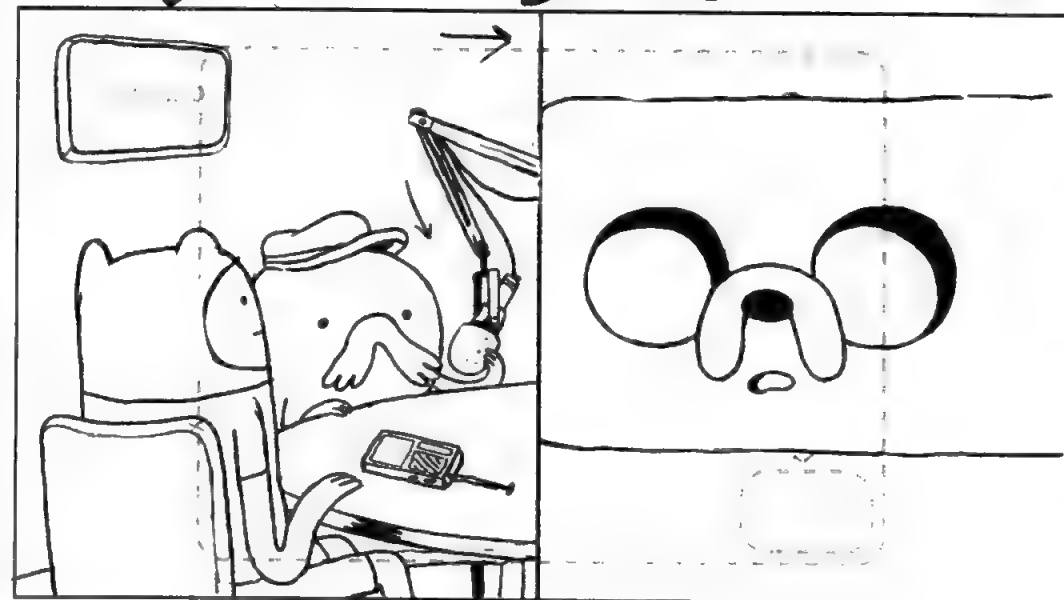
ADVENTURE TIME



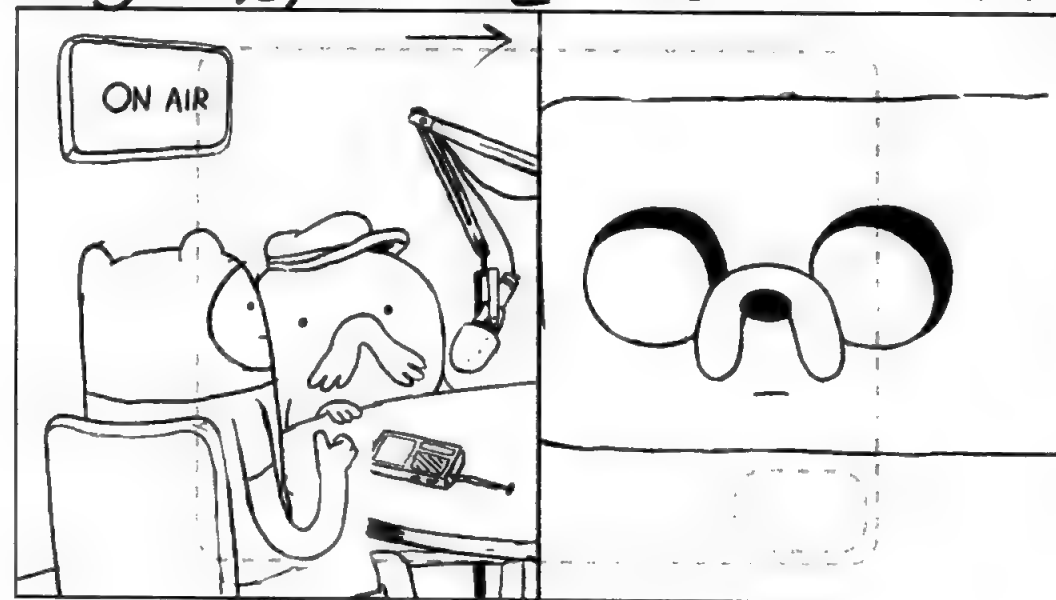
NO SC
66

Page 133

Sc 65 CONT Pnl D Bg. day night



Sc 65 CONT Pnl E Bg. day night



Cut

Dialog:

J/ THIS MUST BE IT.

Action:

STARCHY POSITIONS MIC OVER WALKIE TALKIE

F GIVES S A THUMBS UP, 'ON AIR' SIGN ILLUMINATES

MAR 20 2014

Timing:

EPISODE# 1025-177

Production :

1025/177

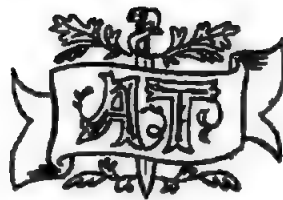
1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



Page 134

Sc. 67

Pnl.

Bg.

day night



Stop
A

Sc

67 cont

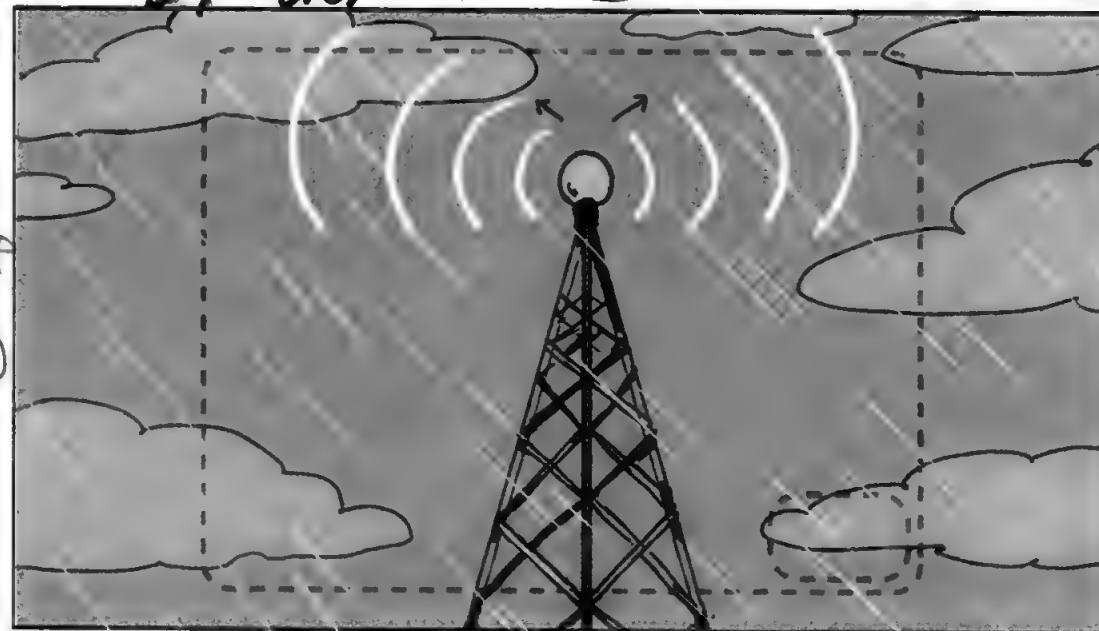
Pnl.

Bg.

Bg.

day night

Cut



Dialog:

3/ (015) A LONE BUNNY, FACING OFF AGAINST THE ELEMENTS...

A

start

- EXT. GRAVEYARD

- PAN UP RADIO TOWER, WAVES RADIATE OUT

MAR 20 2014

Timing:

EPISODE # 1025-177

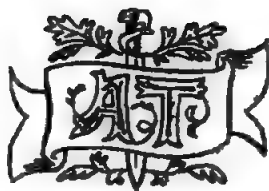
1025/177

Production :

1025/177

Cut

ADVENTURE TIME



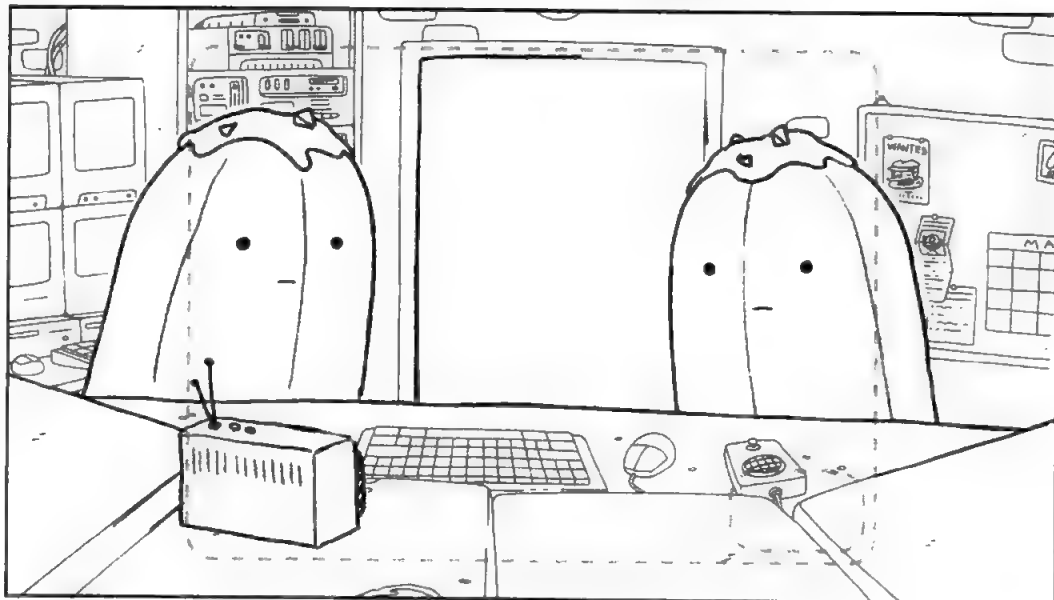
Page 135

Sc. 68

Pnl. A

Bg.

day night

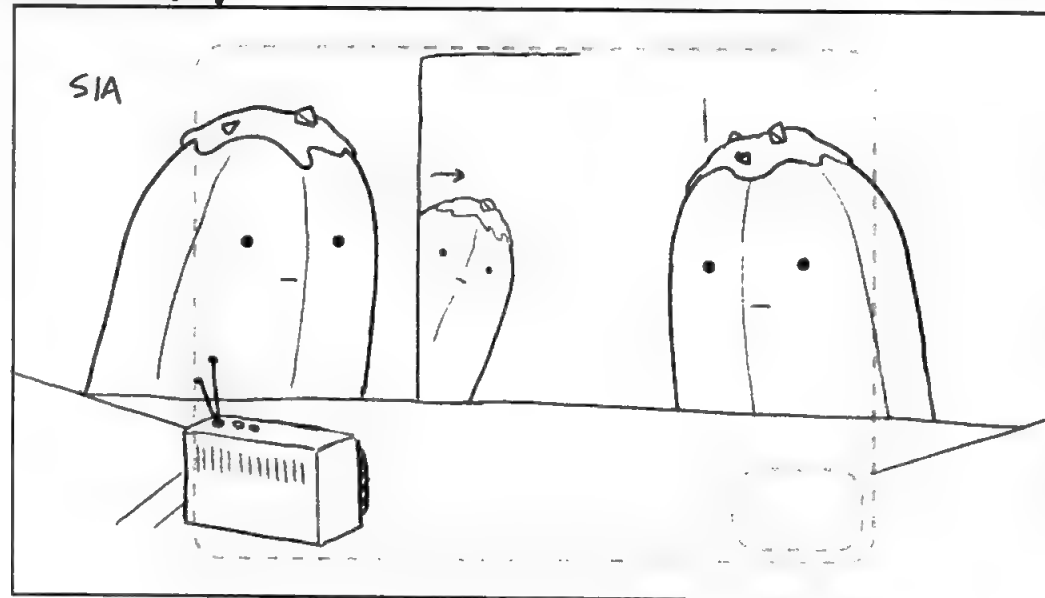


Sc. 68 *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) INEFFECTUALLY PUSHING AROUND
SOME TWIGS WITH HIS PINK BUNNY NOSE

Action:

- 2 B. GUARDS LISTEN TO PORTABLE RADIO.

- B GUARD PEEKS INTO ROOM

Timing:

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME



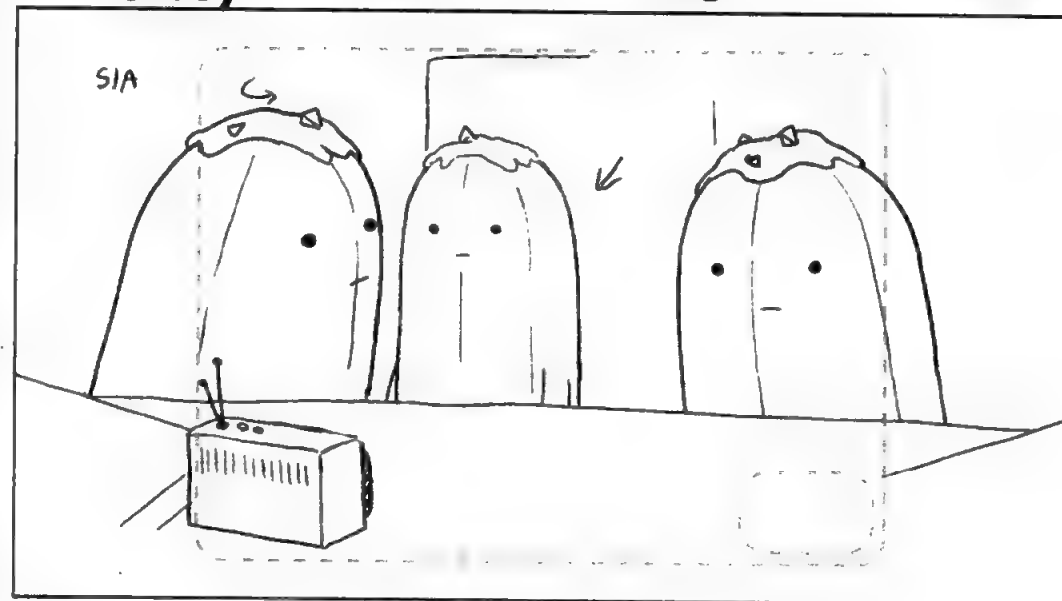
Page 136

Sc. 68 *CONT*

Pnl. C

Bg.

day night

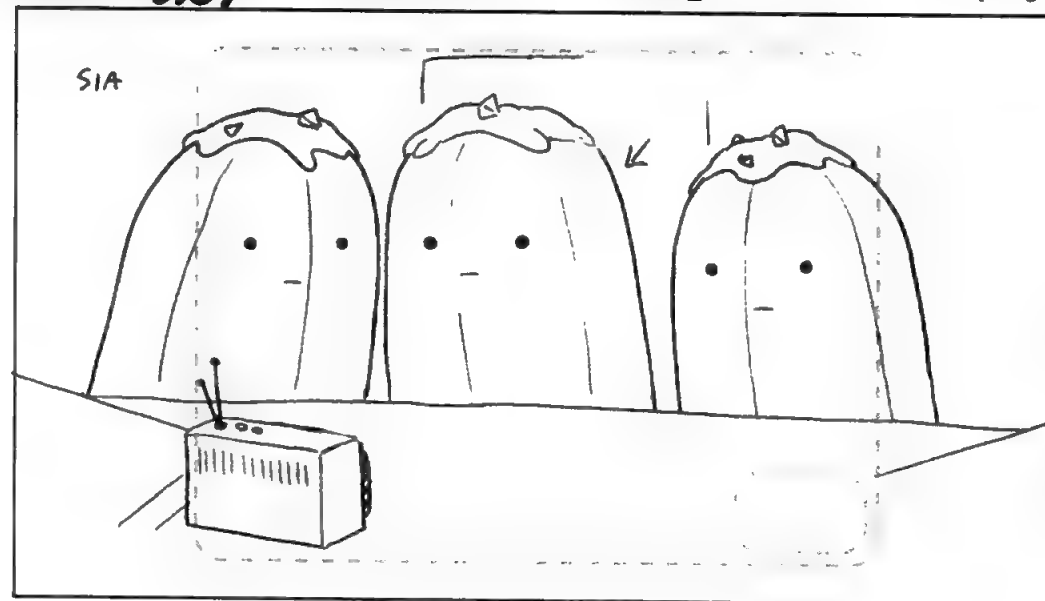


Sc. 68 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action:

B. GUARD WALKS INTO FOREGROUND

Timing:

MAR 20 2014

Production :

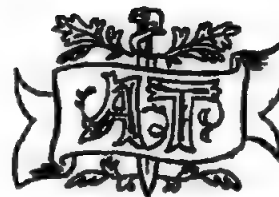
EPISODE # 1025-177

Cut

1025/177

1025/177

ADVENTURE TIME



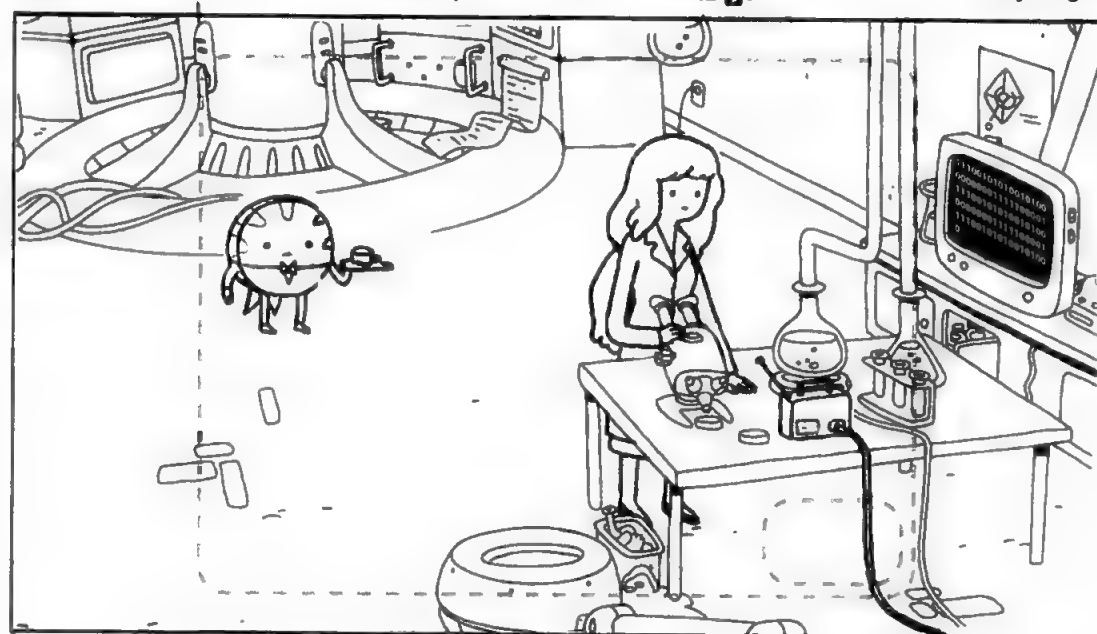
Page 137

Sc. 69

Pnl. A

Bg.

day night

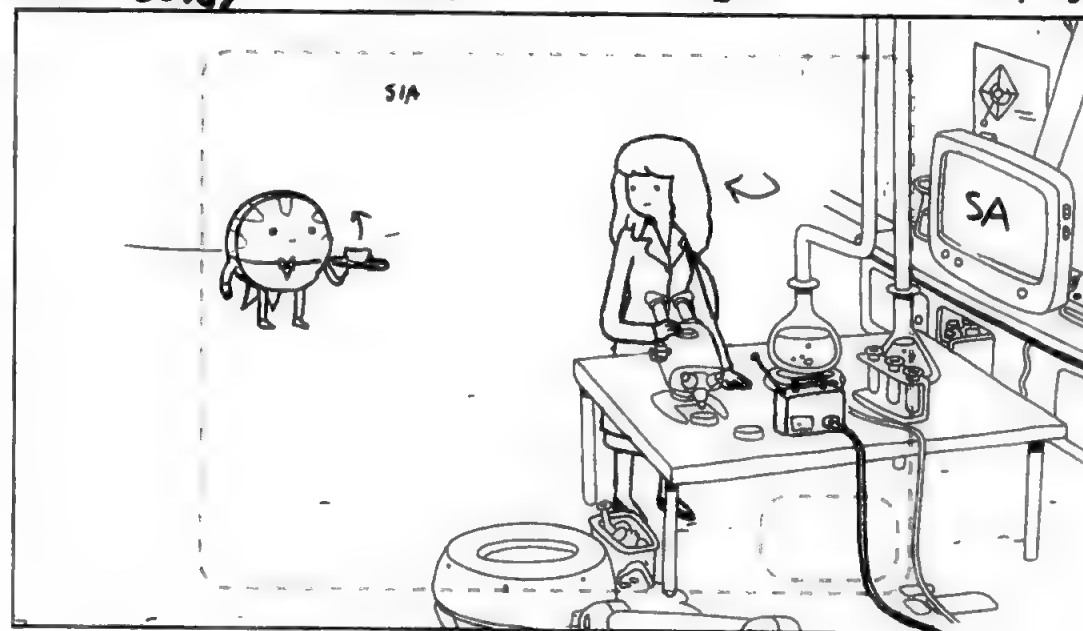


Sc. 69 CONT

Pnl. B

Bg.

day night



Dialog:

(O/S)

J/ A SYMBOLIC GESTURE, PERHAPS, BUT SOMETIMES THAT'S ALL WE HAVE . . .

Action:

-PEP-BUT & PB STARE AT RADIO.

-INT. LAB.

PB + PEP BUT LOOK AT EACH OTHER.

Timing:



ON
MONITOR

①

```
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
```

②

```
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
```

③

```
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
```

④

```
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
```

⑤

```
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
```

⑥

```
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
```

⑦

```
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
11100101010010100
00000001111100001
```

CYCLE ①, ②, ③, ④, ⑤, ⑥, ⑦, REPEAT

MAR 20 2014

Production :

EPISODE # 1025-177

1025/177

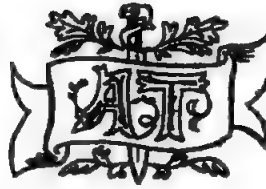
1025/177

1025/177

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cut

ADVENTURE TIME



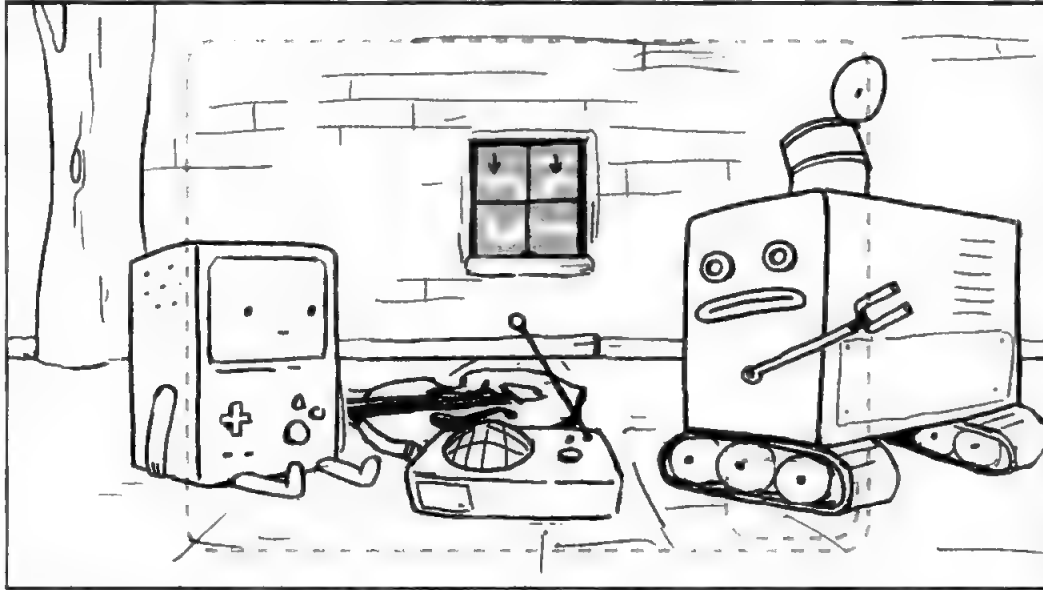
Page 136

Sc. 70

Pnl. A

Bg.

day night

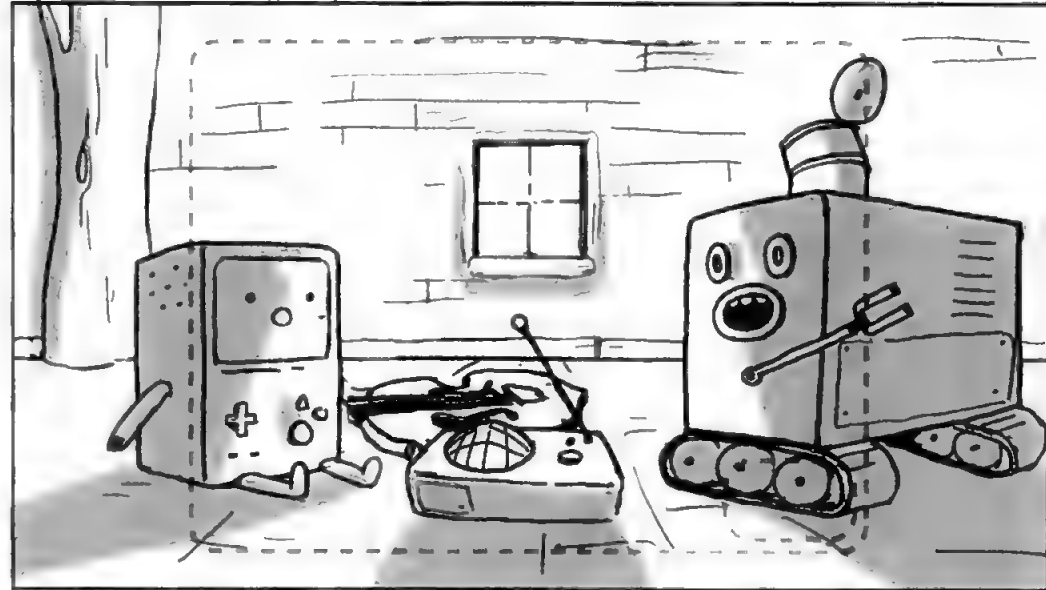


Sc. 70 *cont*

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) THE WIND IS BEGINNING TO PICK UP AND IT'S BECOMING CLEAR THAT
MOTHER NATURE HAS NOT JUST KNOCKED ON THE DOOR...

Action:

-INT. TREEHOUSE.

- LIGHTNING FLASHES

Timing:

MAR 20 2014

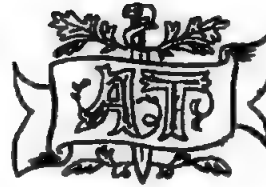
Production :

EPISODE # 1025-177

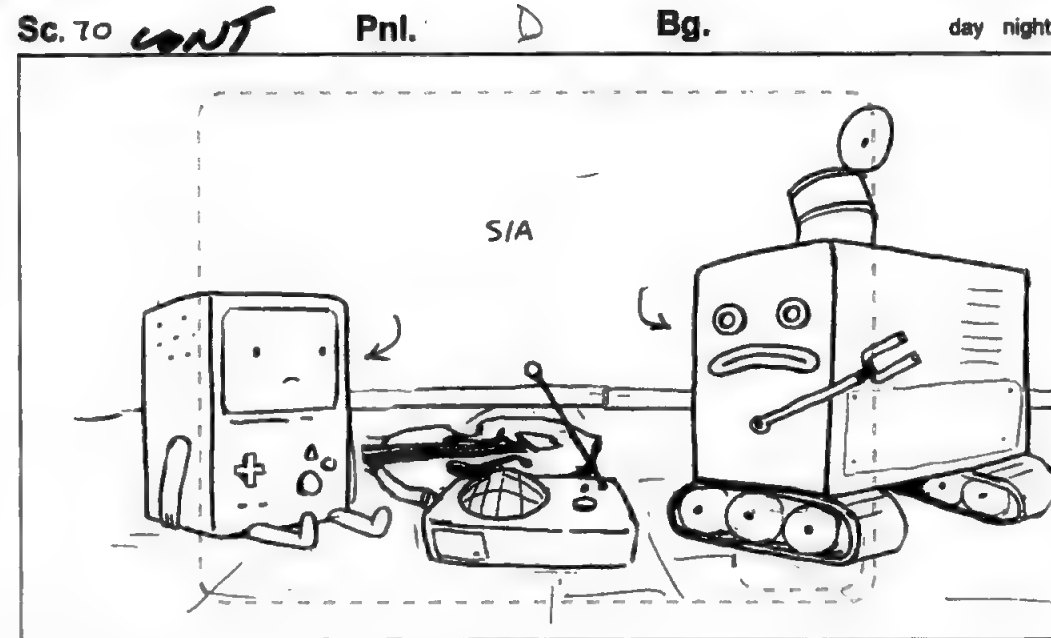
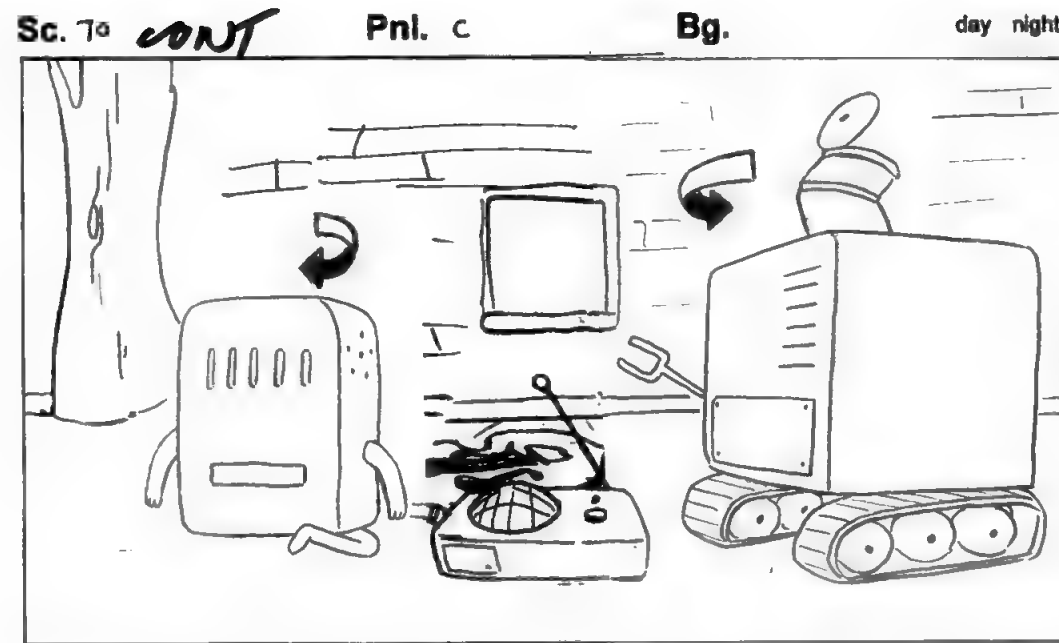
1025/177

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ADVENTURE TIME



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Cut

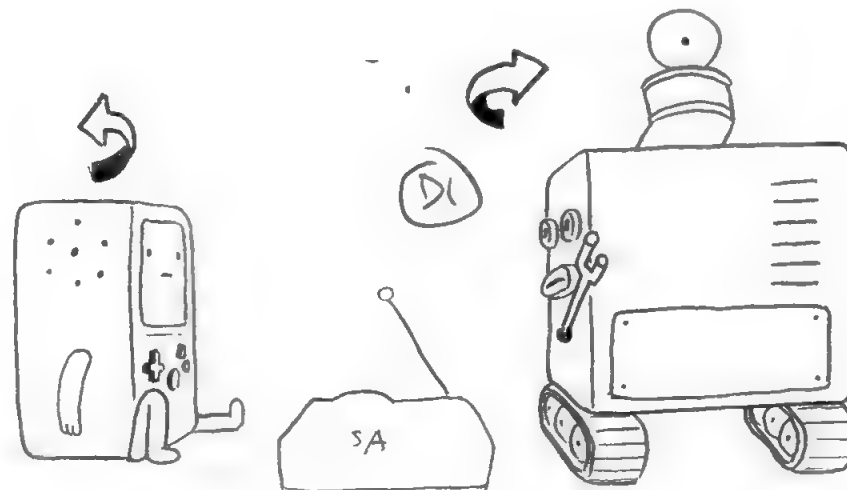
EPISODE # 1025-177

1025/177

Dialog:

Action:
-BMO & Nephtrite look out the window

Timing:



1/ (O/S) SHE HAS COME IN, SAT DOWN, AND POURED HERSELF A DRINK.

- BMO+ Nephtrite SLOWLY LOOK BACK AT THE RADIO.

MAR 20 2014

- PASS THROUGH POSE 1, SLOW EVEN TIMING.

Production :

1025/177

Cut
1025/177
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ADVENTURE TIME



Page 140

Sc. 71

Pnl. A

Bg.

day night

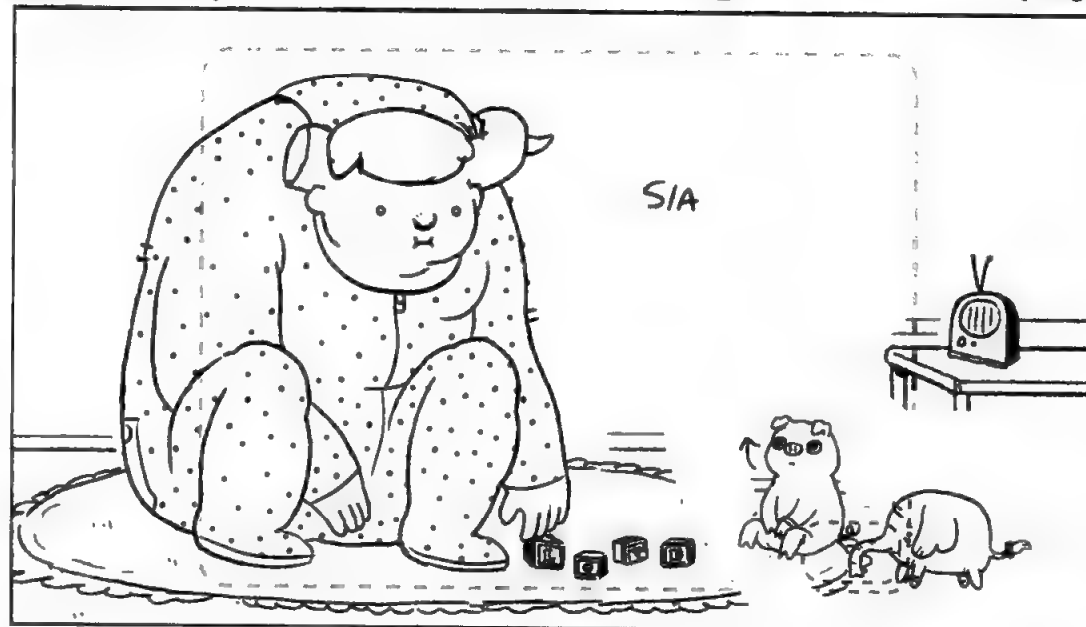


Sc. 71 *cont*

Pnl. B

Bg.

day night



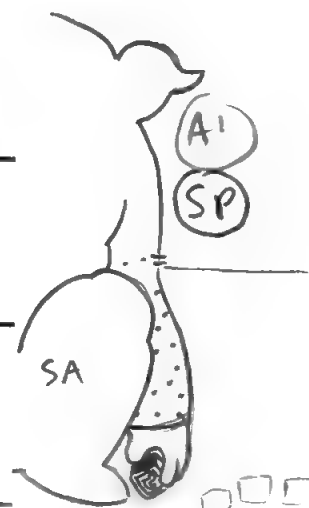
Dialog:

J/ (O/S) MR BUNNY HAS NO FRIENDS, NO FAMILY, --

Action:

· INT. TREE TRUNK'S HOUSE
- SWEET P. SPELLS OUT 'LOVE'
W/ BLOCKS.

Timing:



J/ (O/S) NO LOVED ONES OF ANY KIND . . .

— SWEET P AND MR PIG LOOK AT EACHOTHER

MAR 20 2014

Production :

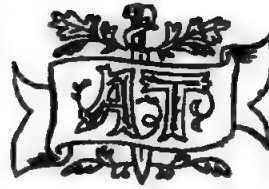
EPISODE# 1025-177

1025/177

1025/177

Cut

ADVENTURE TIME



Cut

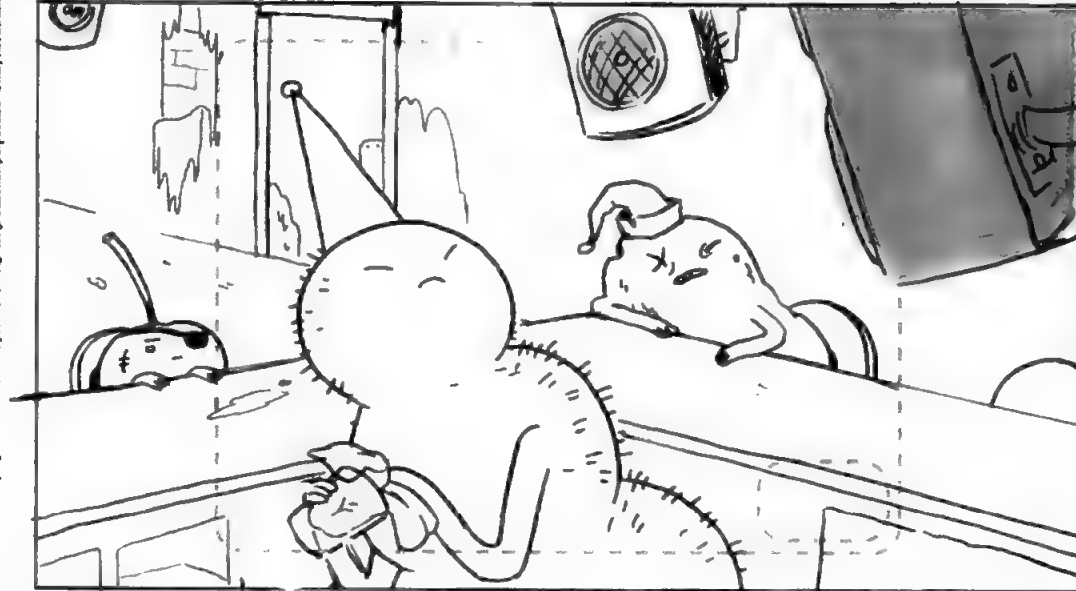
Page 191

Sc. 72

Pnl. A

Bg.

day night

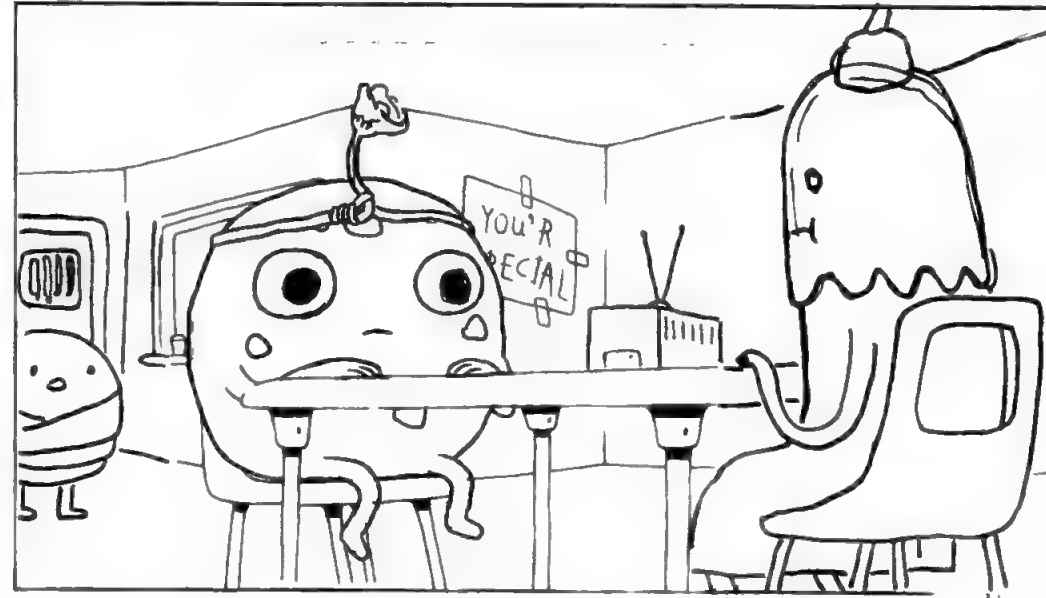


Sc. 73

Pnl. A

Bg.

day night



Dialog:

(0/5)
J/ (0/5) THE WIND IS REALLY PICKING UP NOW ...

(0/5)
J/ (0/5) SMALL PUDDLES GATHERING AROUND THE ENTRANCE TO MR BUNNY'S COZY HOME

Action:

- INT. CANDY TAVERN
- CHARLIE POLISHES GLASS.



- INT. CANDY INSTITUTION

Timing:

MAR 20 2014

Production :

EPISODE# 1025-177

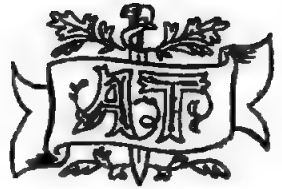
1025/177

1025/177

1025/177

Cut

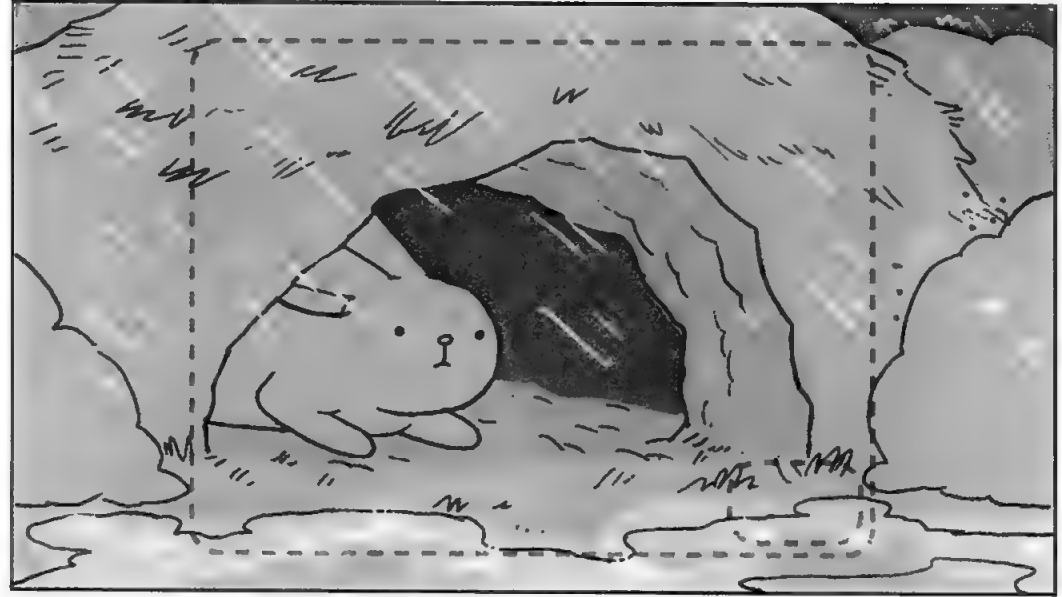
ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night



Sc. 74 *CONT* Pnl. 8 Bg. day night



Dialog:	
J/ (O/S) BEGINNING TO GROW IN SIZE AND CONNECT WITH ONE ANOTHER...	
Action:	-PUDDLES GROW/ JOIN IN FOREGROUND.
Timing:	MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

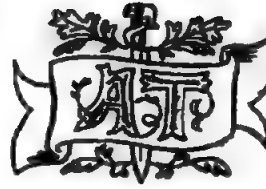
1025/177

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ADVENTURE TIME



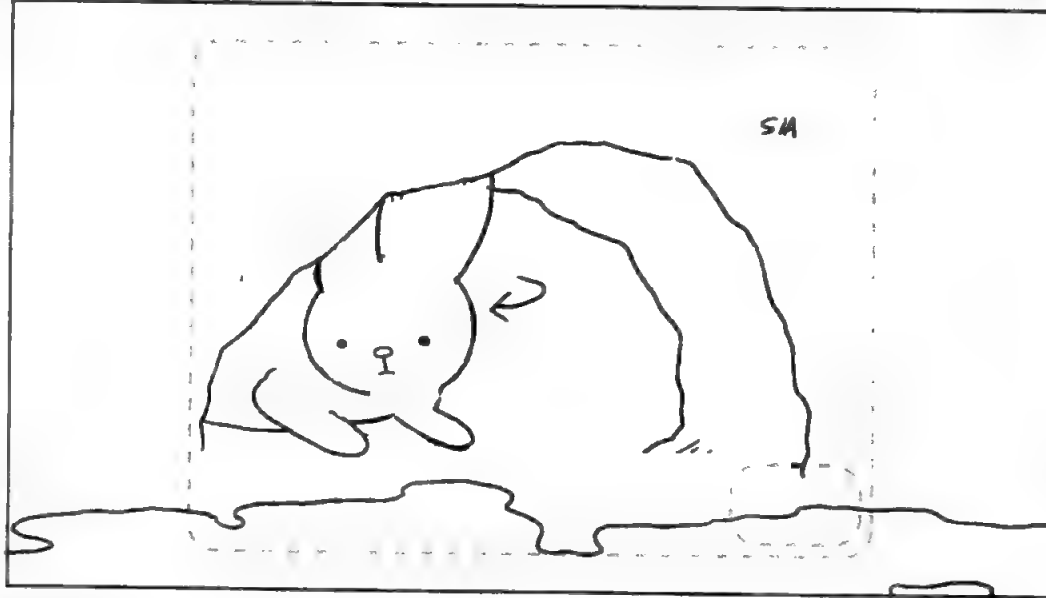
Page 43

Sc. 74 *CONT*

Pnl. C

Bg.

day night

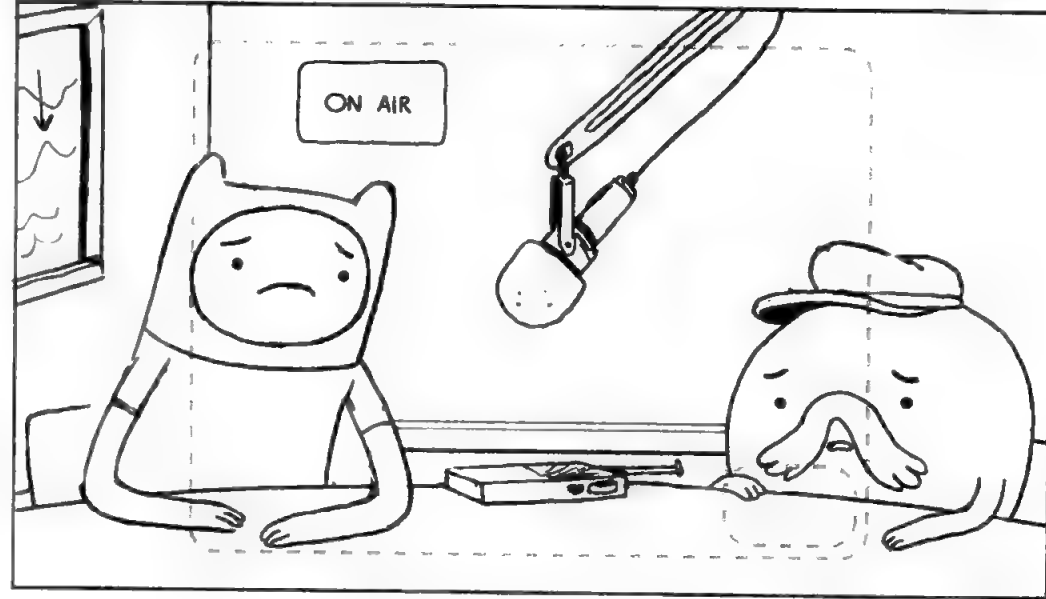


Sc. 75

Pnl. A

Bg.

day night



Dialog:

↓ (O/S) IT WON'T BE LONG NOW ...

Action:

(C1)

(C2)

Timing:



backing up
is small,
little
movements

MAR 20 2014

EPISODE # 1025-177

Production :

1025/177

1025/177

ADVENTURE TIME

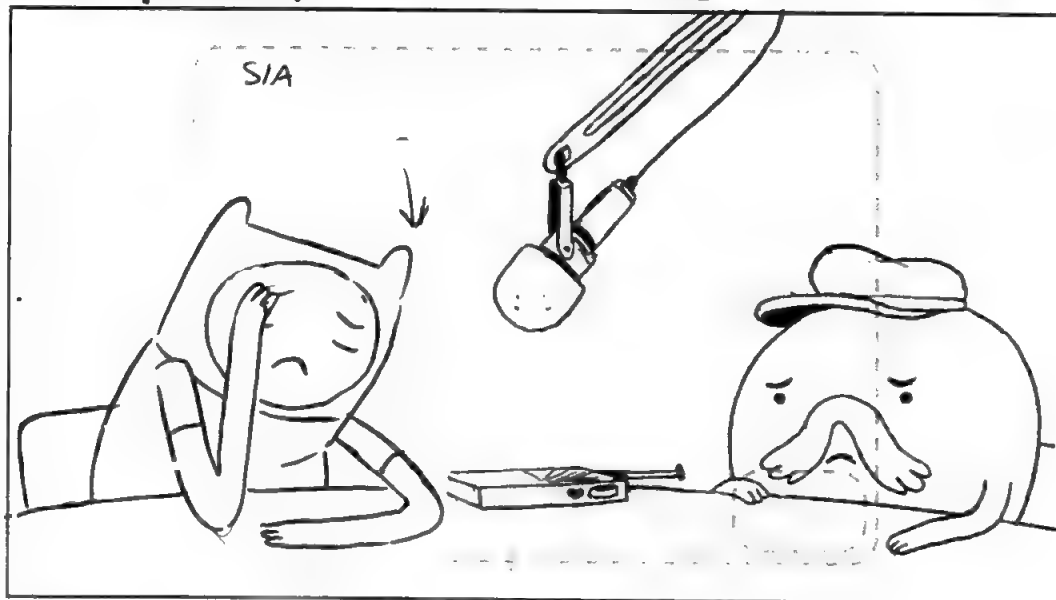


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Sc. 75 CONT Pnl. B

Bg.

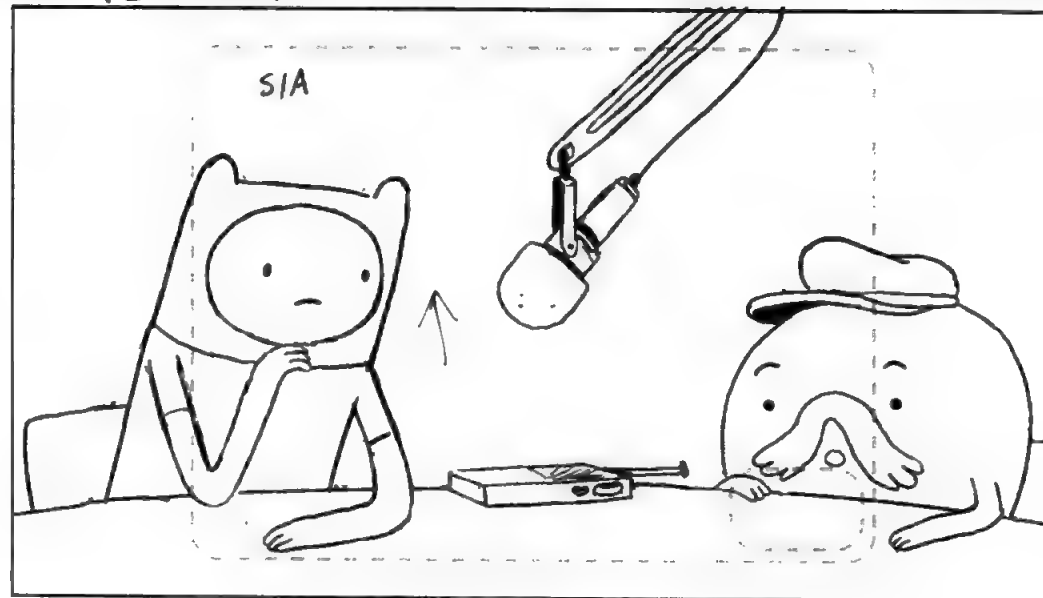
day night



Sc. 75 CONT Pnl. C

Bg.

day night



Dialog:

↓: (c/s) BUT WHAT'S THIS?

Action:

- F SHAKES HEAD (A B A B)



MAR 20 2014

Timing:

EPISODE# 1025-177

Production :

1025/177

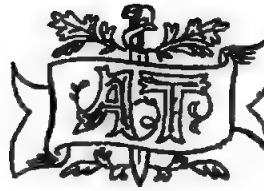
1025/177

1025/177

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Cut

ADVENTURE TIME



Page 195

Sc. 76

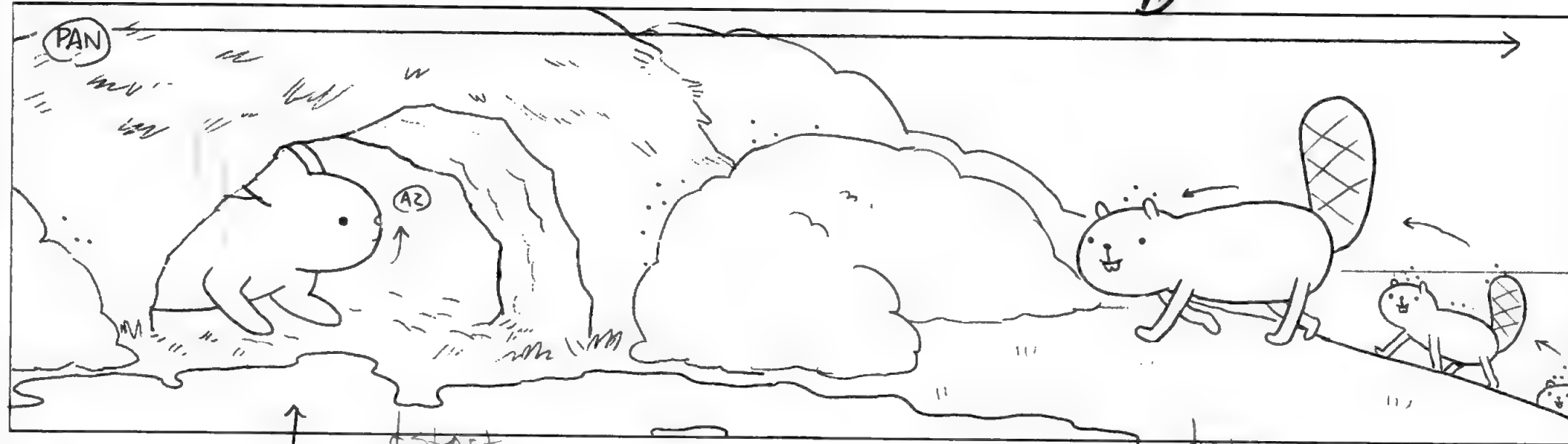
Pnl. A

Bg.

day night

B

STOP



Dialog:

J/ LOIS) LOOKS LIKE THIS UNFLAGGING LITTLE HERO OF A BUNNY WILL HAVE SOME HELP THOUGH... A FAMILY OF FRIENDLY BEAVERS APPEARS TO HAVE TAKEN UP THE CAUSE.

Action:



- BUNNY LOOKS UP
- RAIN & WIND CONT'D PAN RIGHT TO BEAVERS.

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

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1025/177

1025/177

1025/177

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ADVENTURE TIME



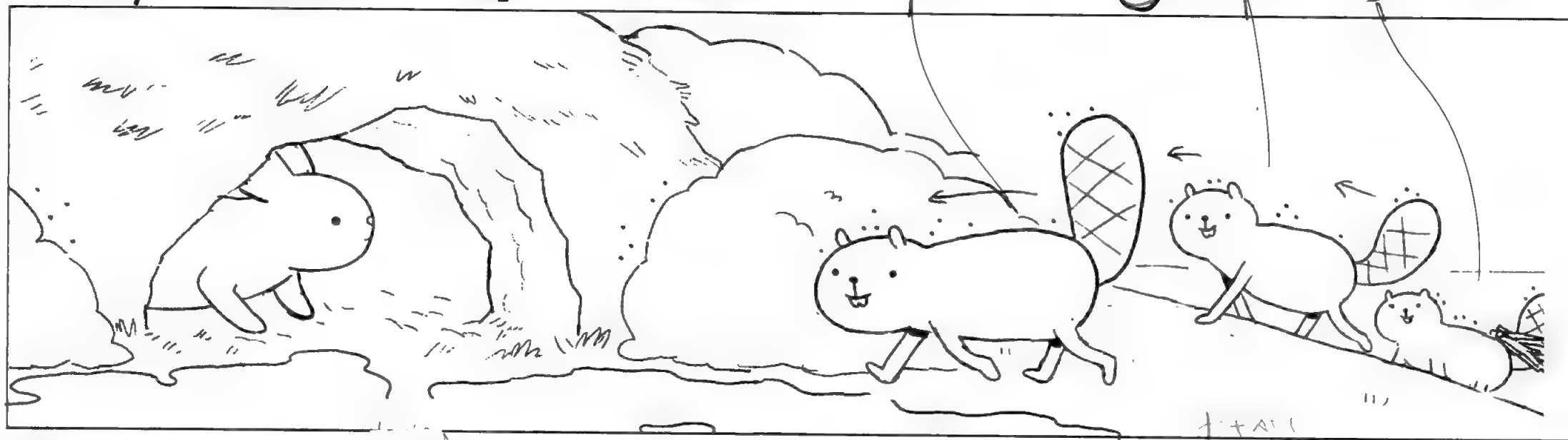
Sc. 76 *CONT*

Pnl. 1

Bg.

day night

Page 146



Dialog:



UPLIFTING MUSIC

← point w/ BEAVERS

Action:

- BEAVERS WALK TOWARDS BUNNY

MAR 20 2014

Timing:

Production :

EPISODE# 1025-177

1025/177

1025/177

ADVENTURE TIME



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Sc. 76 cont Pnl. D Bg.

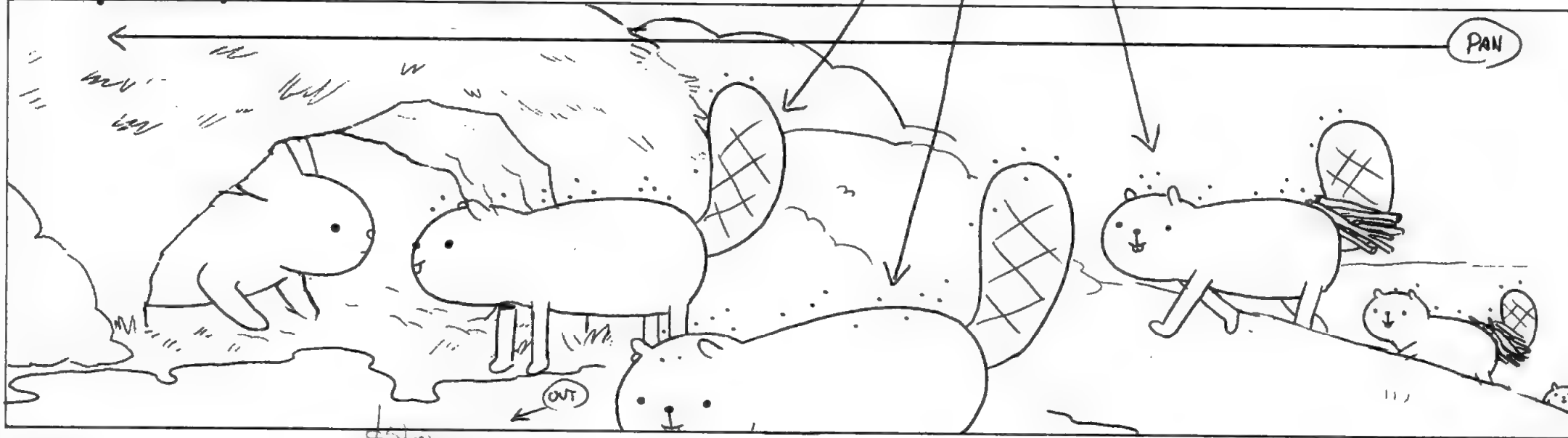
day night

#1

#2

#3

PAN



Dialog:



Action:

— BEAVER #1 APPROACHES BUNNY, #2 CROSSES IN FRONT & EXITS, #3 #4 #5 CARRY STICKS ON THEIR TAILS

MAR 20 2014

Timing:

EPISODE # 1025-177

Production :

1025/177

1025/177

1025/177

1025/177

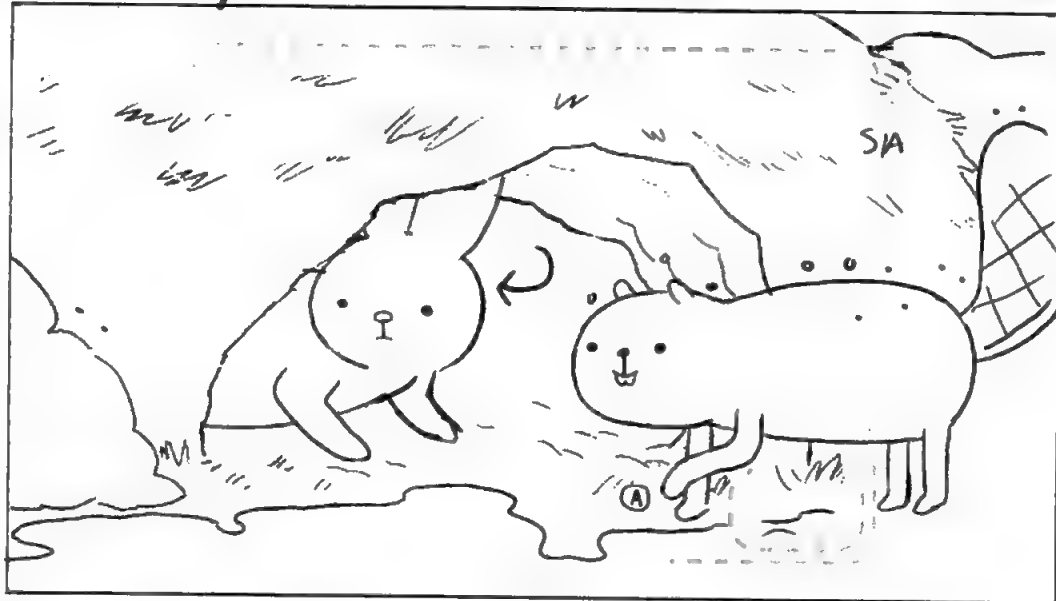
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ADVENTURE TIME

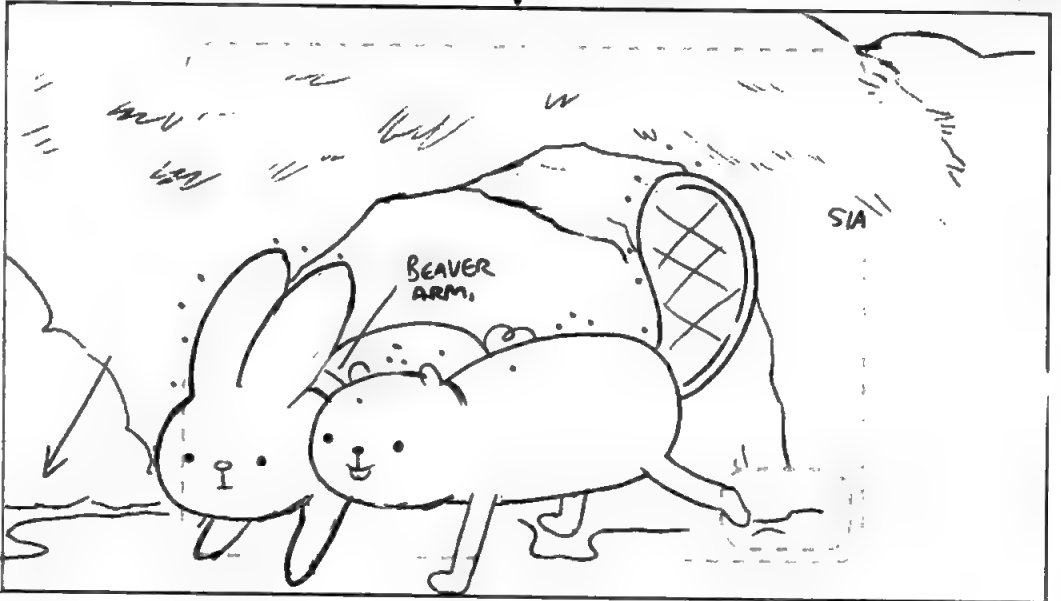



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Sc. 76 CONT Pnl. E Bg. day night



Sc. 76 CONT Pnl. F Bg. day night



Dialog:	
Action:	
Timing:	<div><p>B#1 MOTIONS TO LEAVE WARREN</p></div> <div>MAR 20 2014</div>

EPISODE # 1025-177

Production :

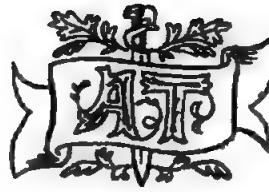
1025/177

1025/177

1025/177

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ADVENTURE TIME



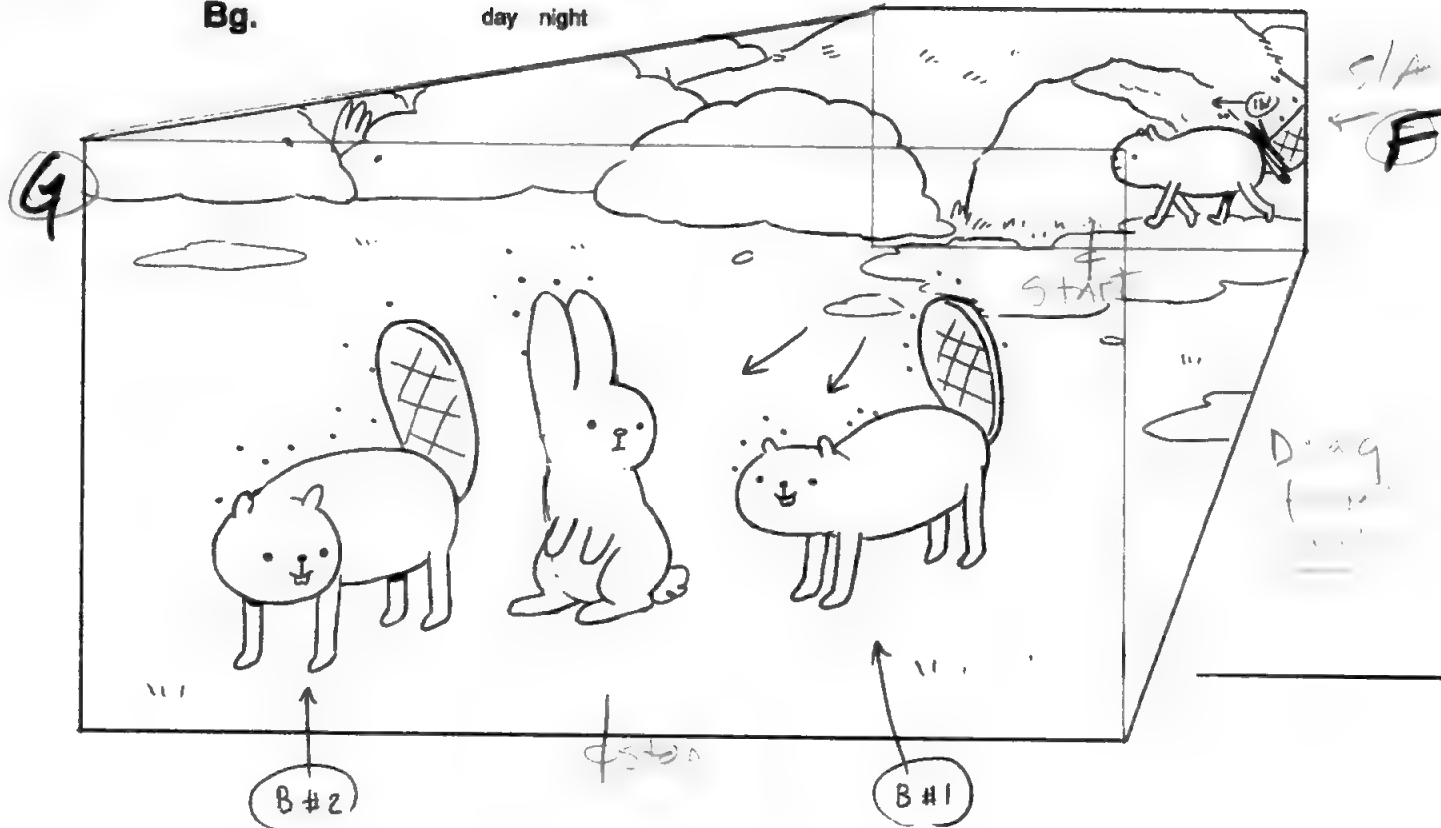
Sc. 76 *cont*

Bg.

day night

Page 149

day night



Dialog:

Action:

— ADJ & ZOOM W B#1 & BUNNY

MAR 20 2014

Timing:

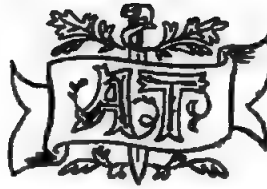
EPISODE # 1025-177

Production :

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1025/177

ADVENTURE TIME



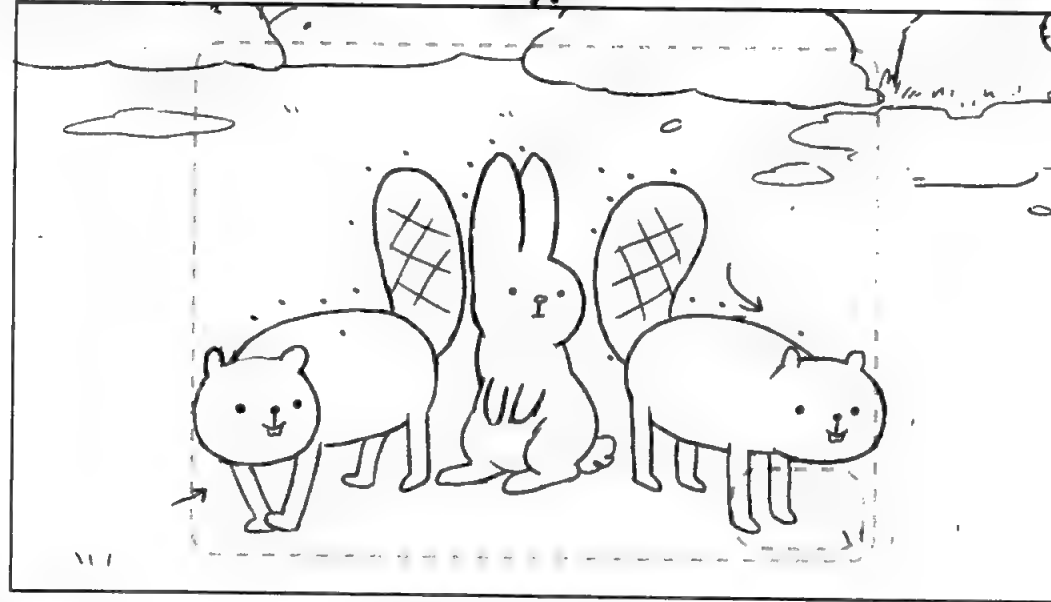
Sc. 76 *CONT*

Pnl.

H

Bg.

day night



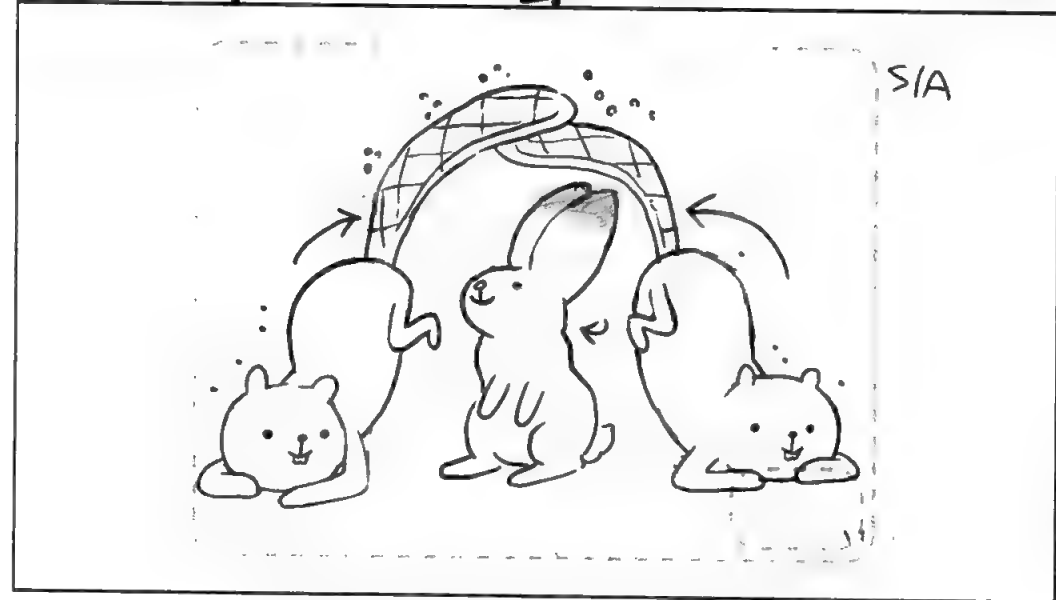
Sc. 76 *CONT*

Pnl.

I

Bg.

day night



Dialog:

Action:

- B #2 + #1 BACKS TO BUNNY.
(RAIN & WIND CONT)

- B #1 & 2 PROTECT BUNNY FROM THE RAIN W THEIR TAILS
MAR 20 2014

Timing:

Ant

EPISODE # 1025-177

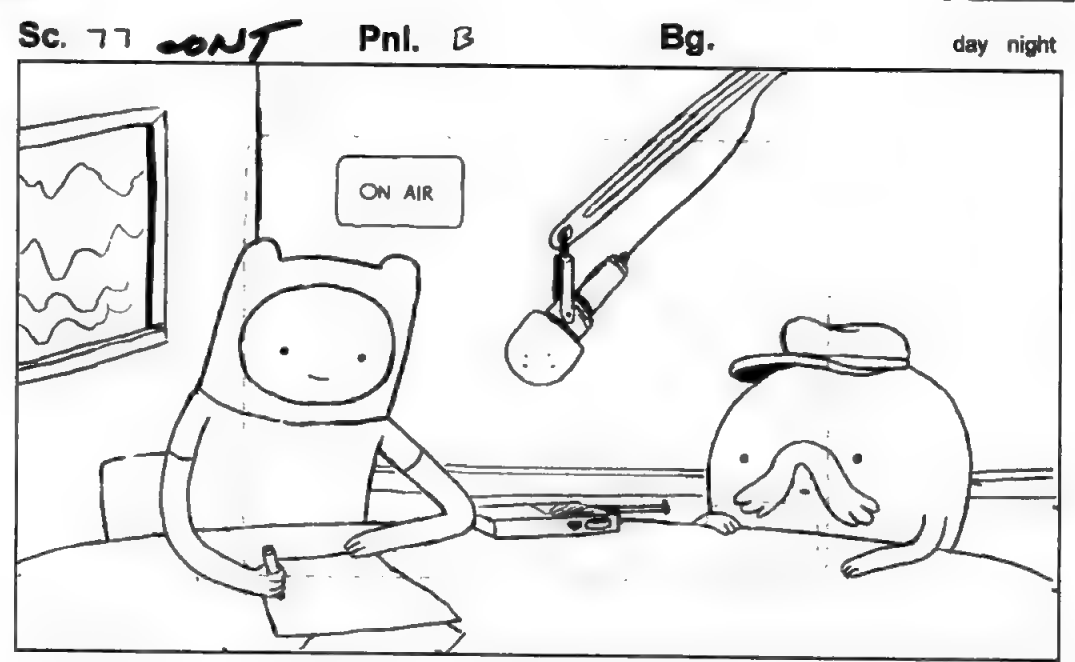
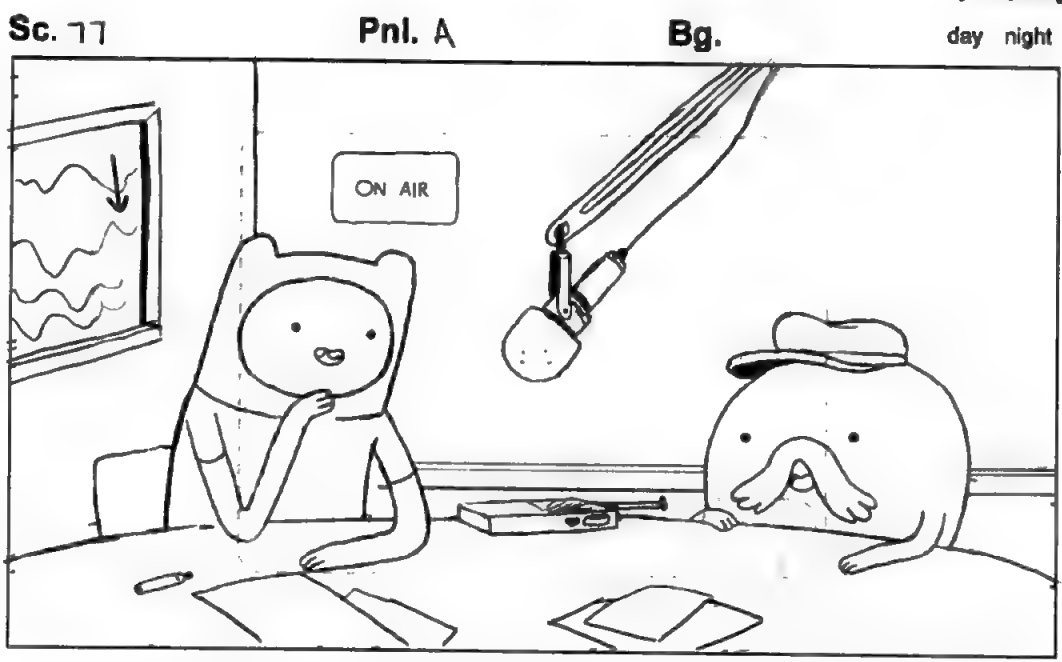
Production :

1025/177

1025/177

Cut

ADVENTURE TIME



Dialog:	♪	♪
Action:	F GRABS PAPER & STARTS WRITING	
Timing:	MAR 20 2014 BI	



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1025/177

1025-177

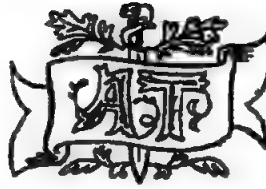
EPISODE #

1025/177

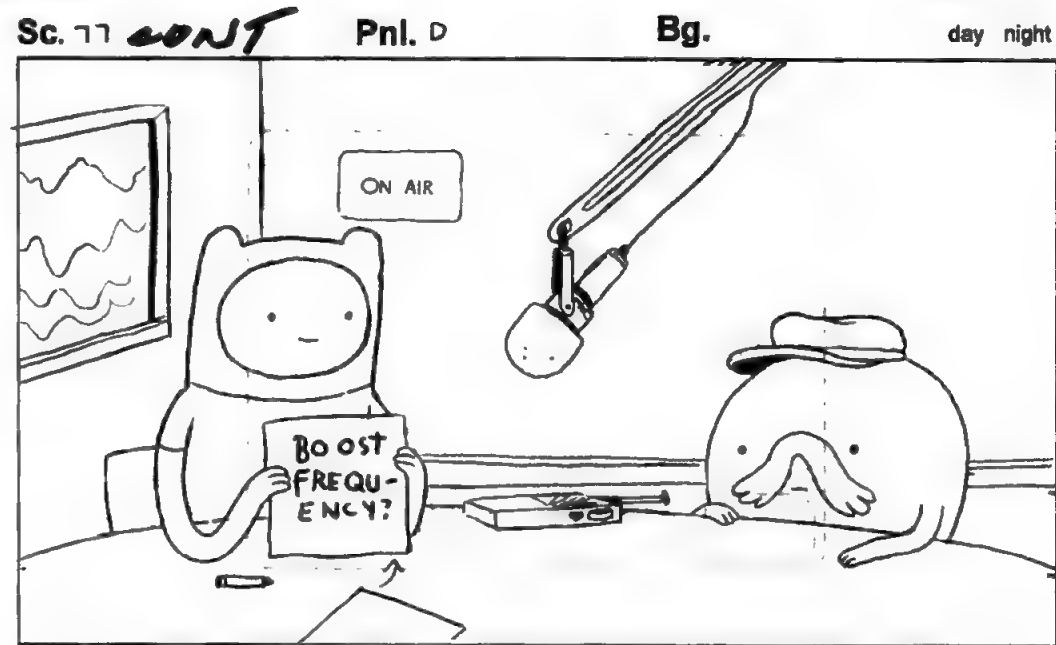
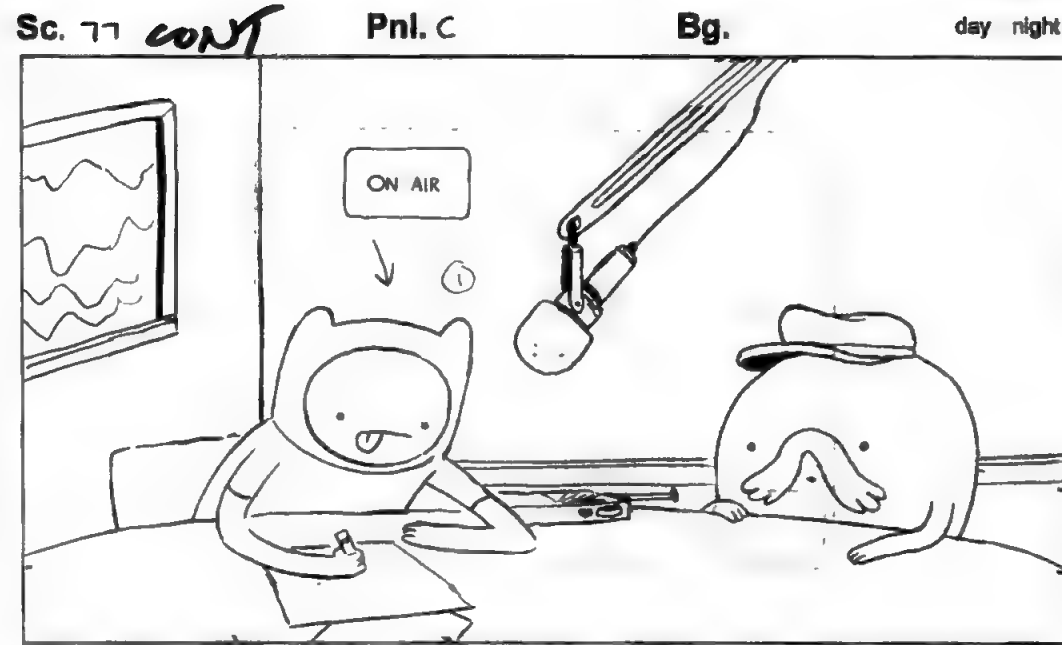
Production :

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ADVENTURE TIME



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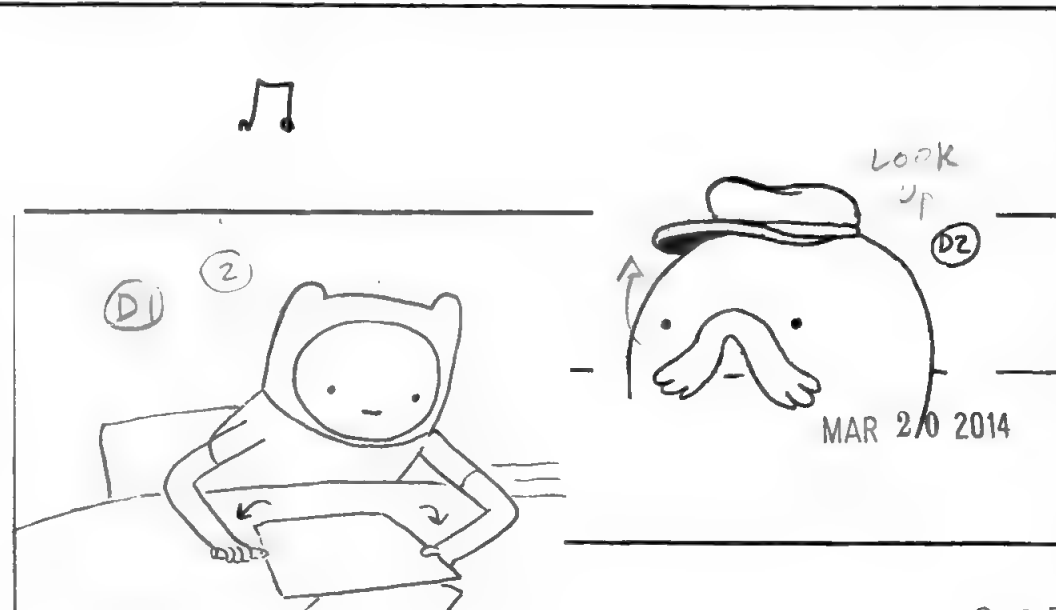
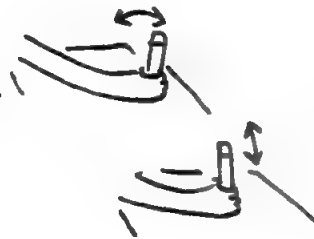
Dialog:



Action:

-F. QUICKLY WRITES ON SIGN,

Timing:



Production :

EPISODE #

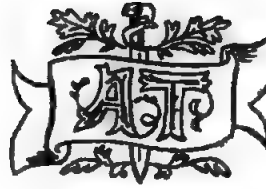
1025-177

1025/177

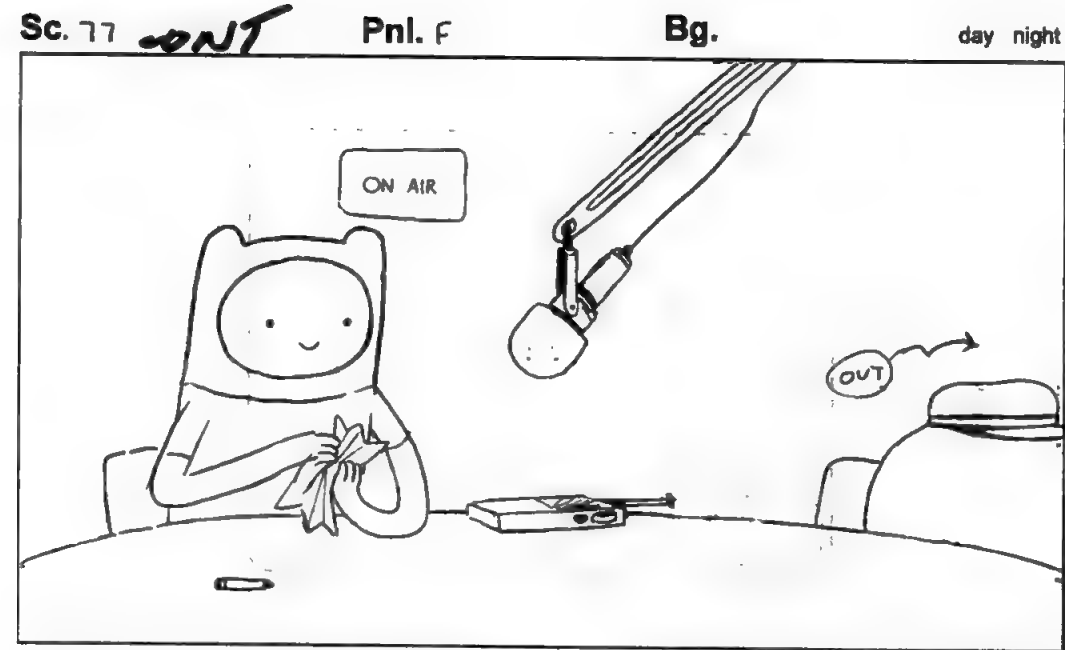
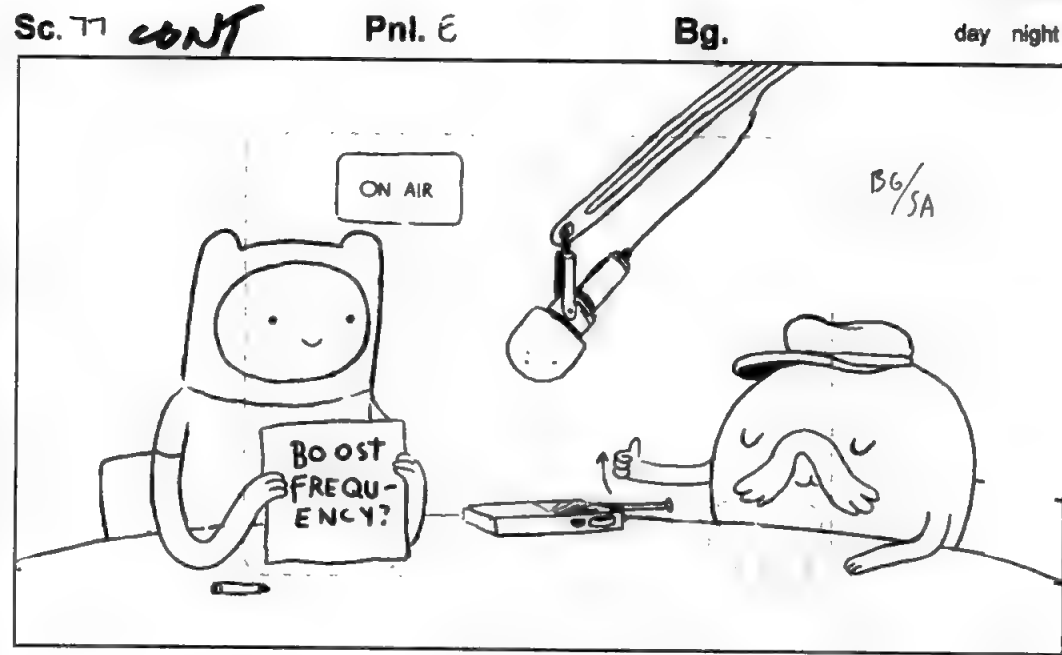
1025/177

1025/177

ADVENTURE TIME



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Dialog:

Action:

- STARCHY GIVES A THUMBS UP

- F CRUMPLES PAPER

Timing:



MAR 20 2014

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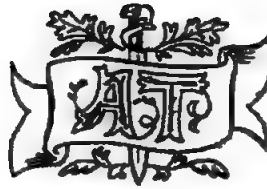
EPISODE#

Production :

1025/177

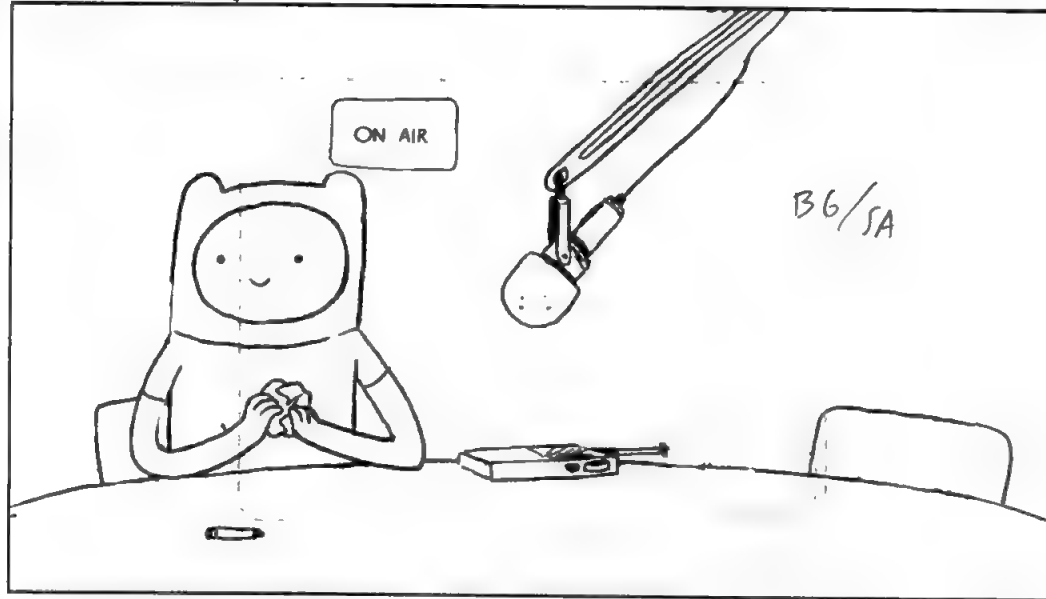
1025/177

ADVENTURE TIME

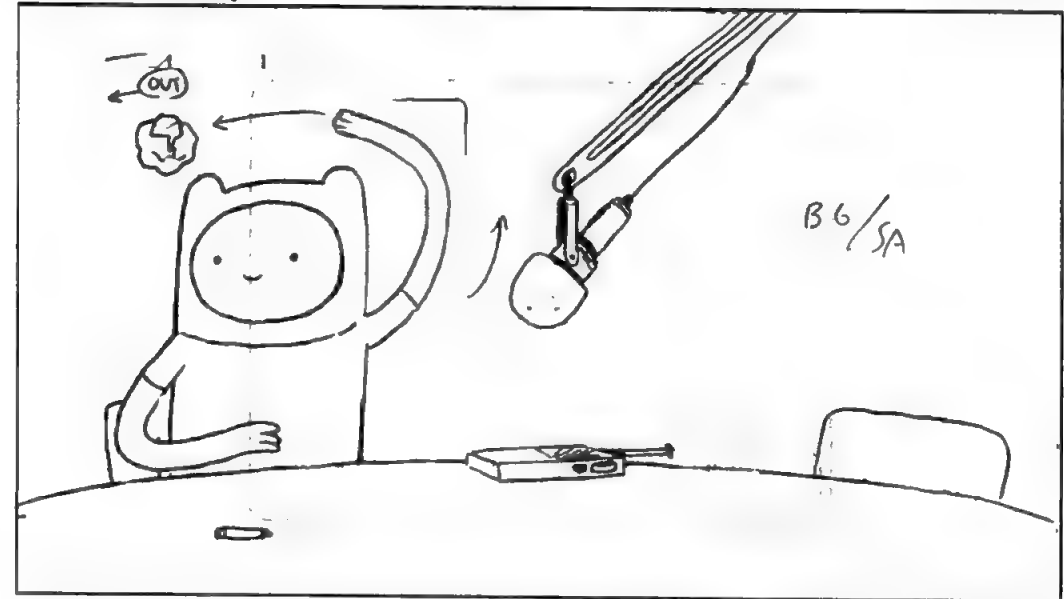


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Sc. 77 *CONT* Pnl. G Bg. day night



Sc. 77 *CONT* Pnl. H Bg. day night



Cut

1025-177

EPISODE #

1025/177

Dialog:

Action:

Timing:

— F THROWS PAPER BALL



MAR 20 2014

Production :

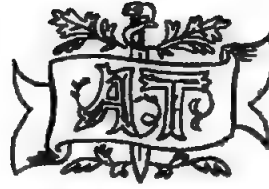
1025/177

1025/177

cut

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ADVENTURE TIME



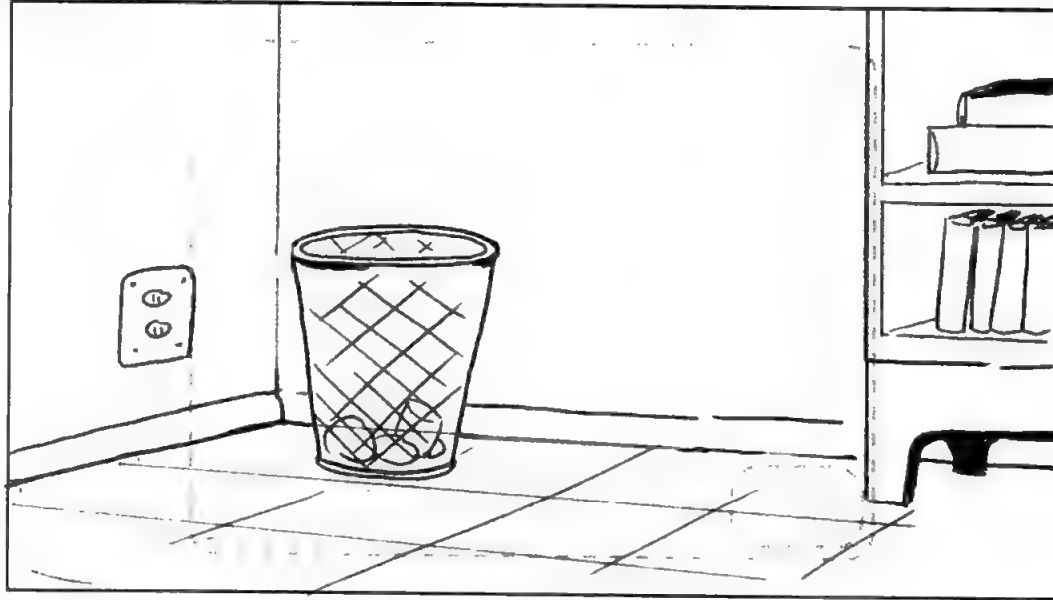
Page 155

Sc. 78

Pnl. A

Bg.

day night

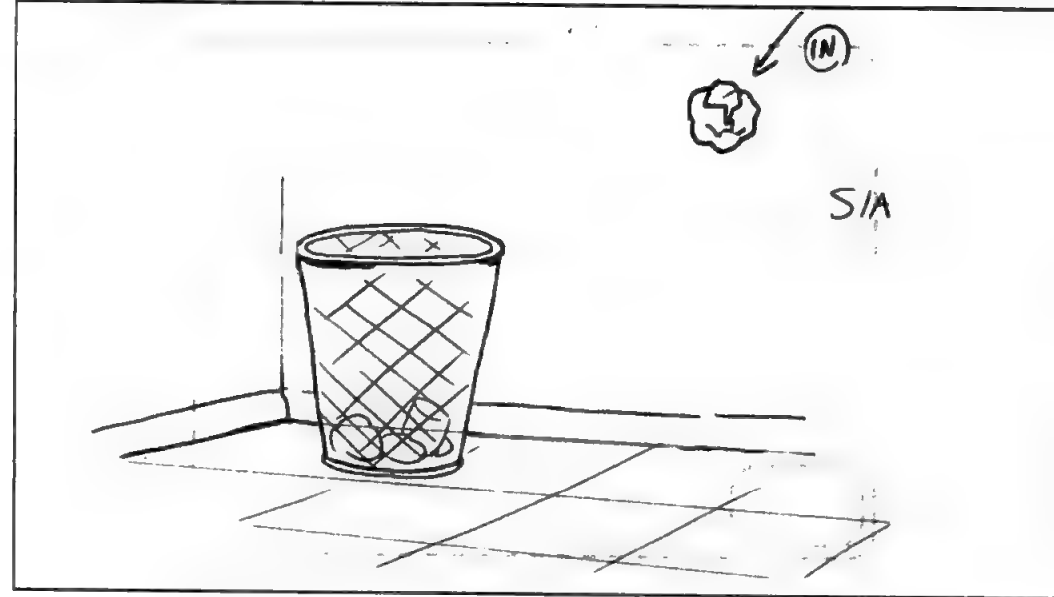


Sc. 78 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

- PAPER BALL FLIES ON/S

Timing:

MAR 20 2014

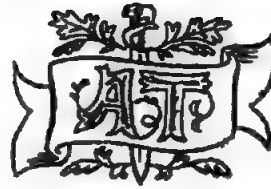
EPISODE # 1025-177

Production :

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1025/177

ADVENTURE TIME



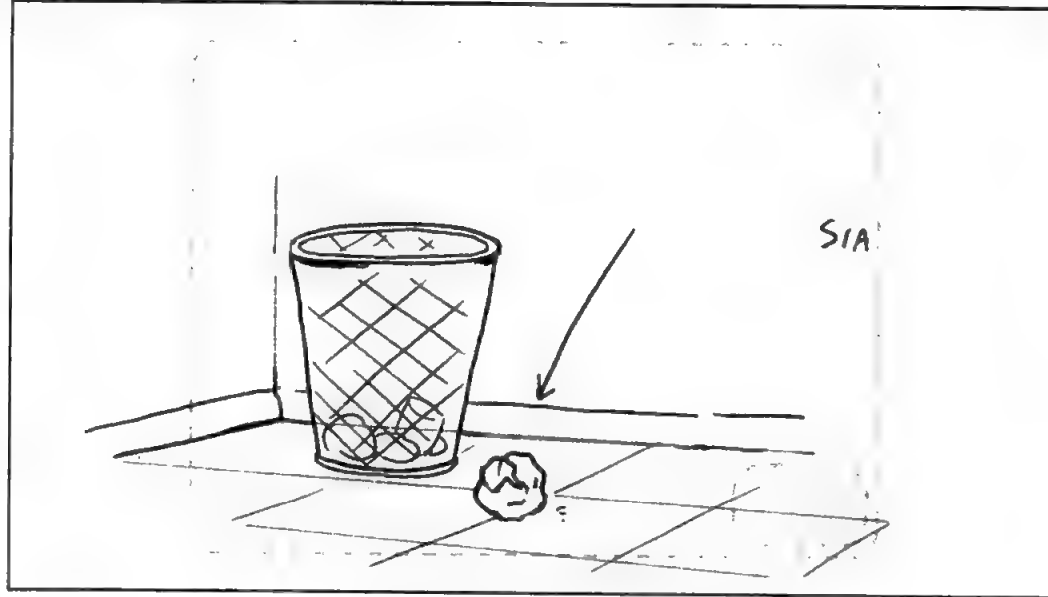
Page 156

Sc. 18 *CONT*

Pnl. c

Bg.

day night

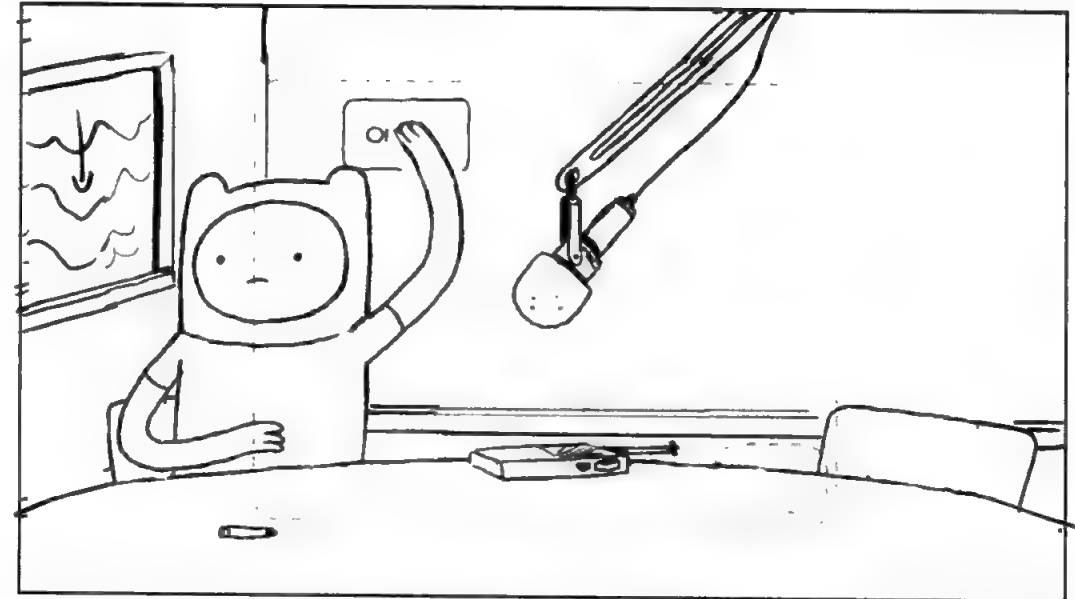


Sc. 19

Pnl. A

Bg.

day night



Dialog:

Action:

— PAPER BALL LANDS BESIDE TRASH

Timing:

MAR 20 2014

1025-177

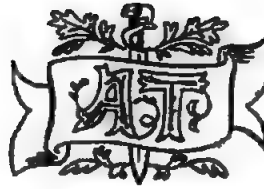
EPISODE #

Production :

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ADVENTURE TIME



NO SC
80

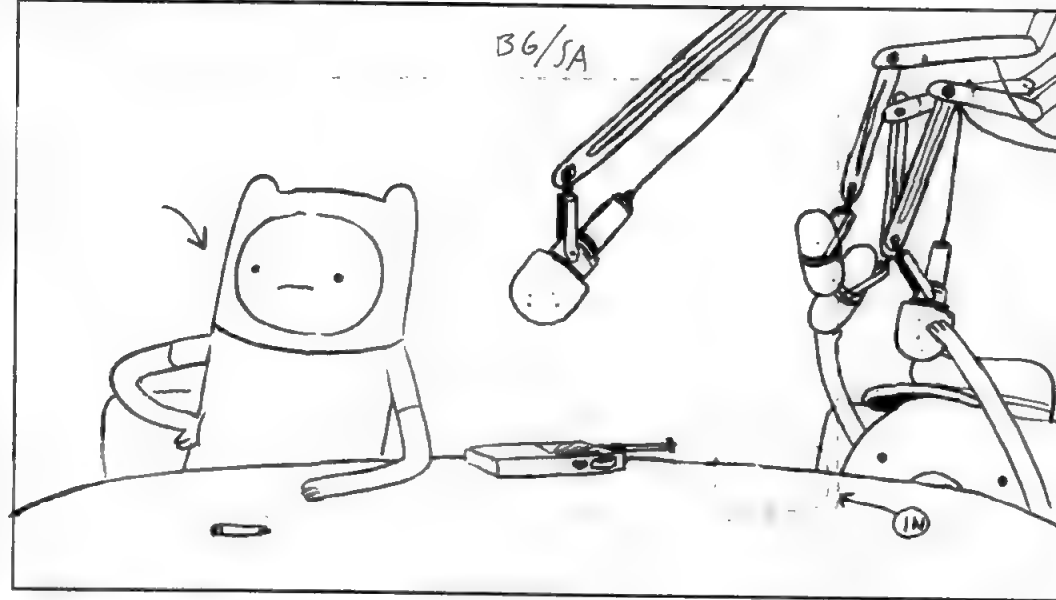
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Sc. 79 *CONT*

Pnl. 8

Bg.

day night

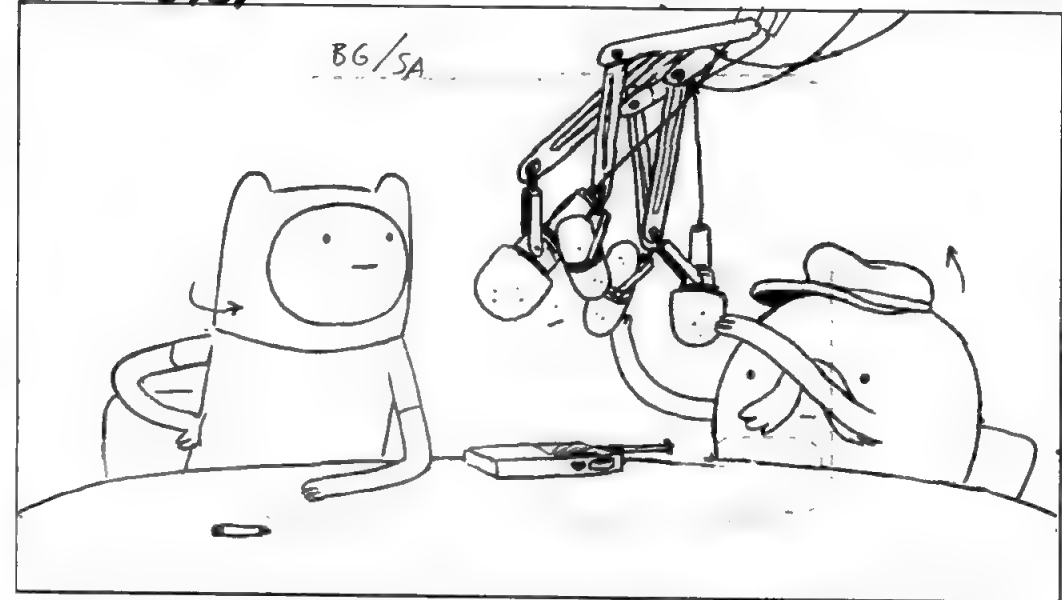


Sc. 79 *CONT*

Pnl. 9

Bg.

day night



Dialog:

Action:

- STARCHY WALKS ON/S WITH A BUNCH OF MIKES.

Timing:

MAR 20 2014

1025-177

EPISODE #

Production :

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ADVENTURE TIME



No Sc. 80

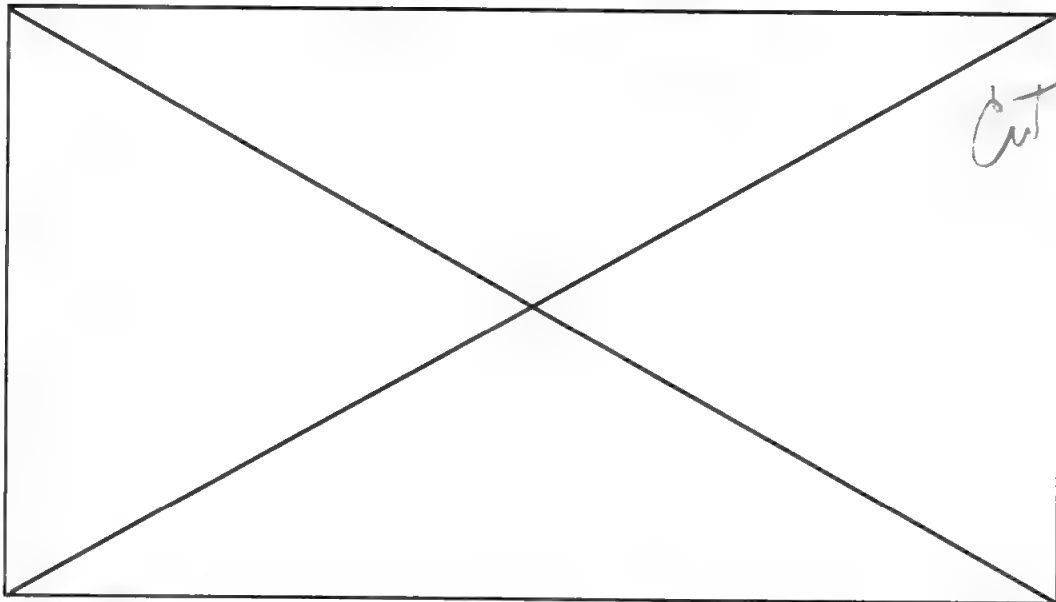
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Sc.

Pnl.

Bg.

day night

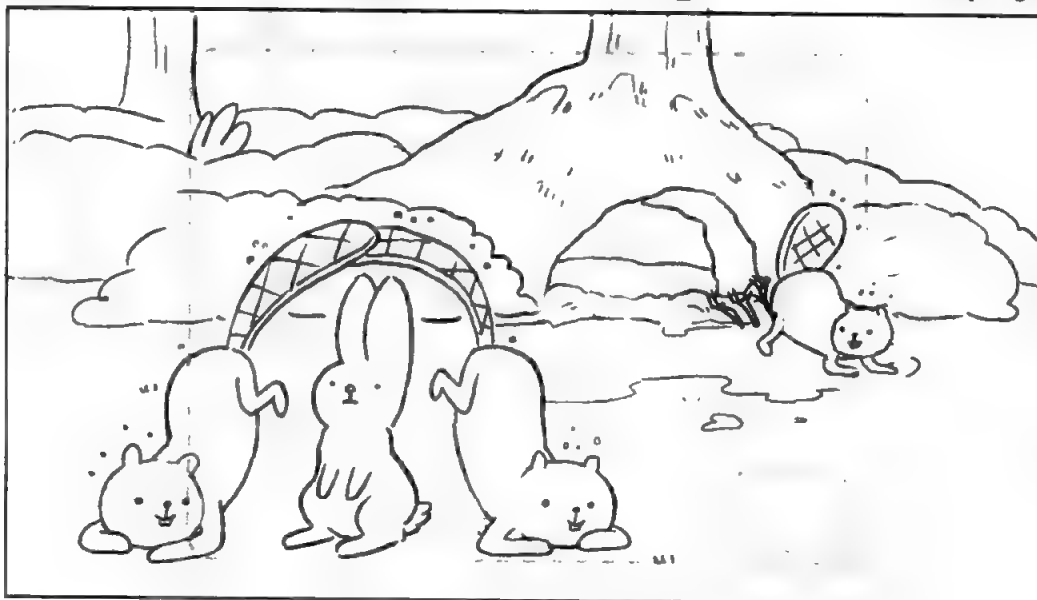


Sc. 81

Pnl. A

Bg.

day night



Dialog:

J/ OFTEN CALLED "NATURE'S ARCHITECTS", THESE INTREPID MAMMALS -- J/ (O/S) ARE SPARING NO EFFORT TO SHORE UP THE ENDANGERED BURROW...

Action:

Timing:

B #3 WHACKING WARREN W TAIL



MAR 20 2014

1025-177

EPISODE #

Production :

1025/177

1025/177

ADVENTURE TIME



HW
Cat

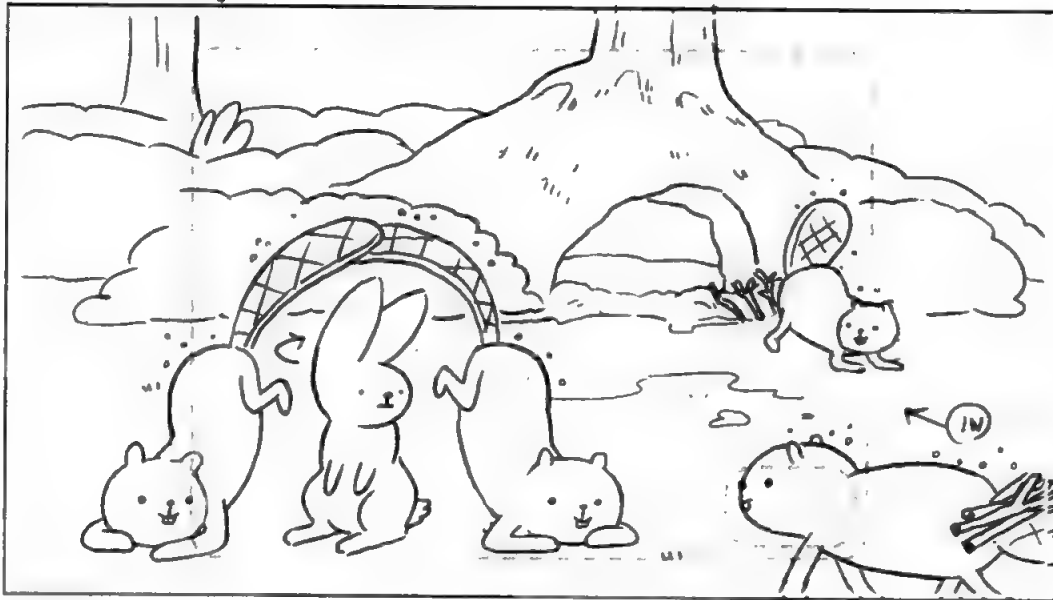
Page 159

Sc. 81 *CONT*

Pnl. B

Bg.

day night

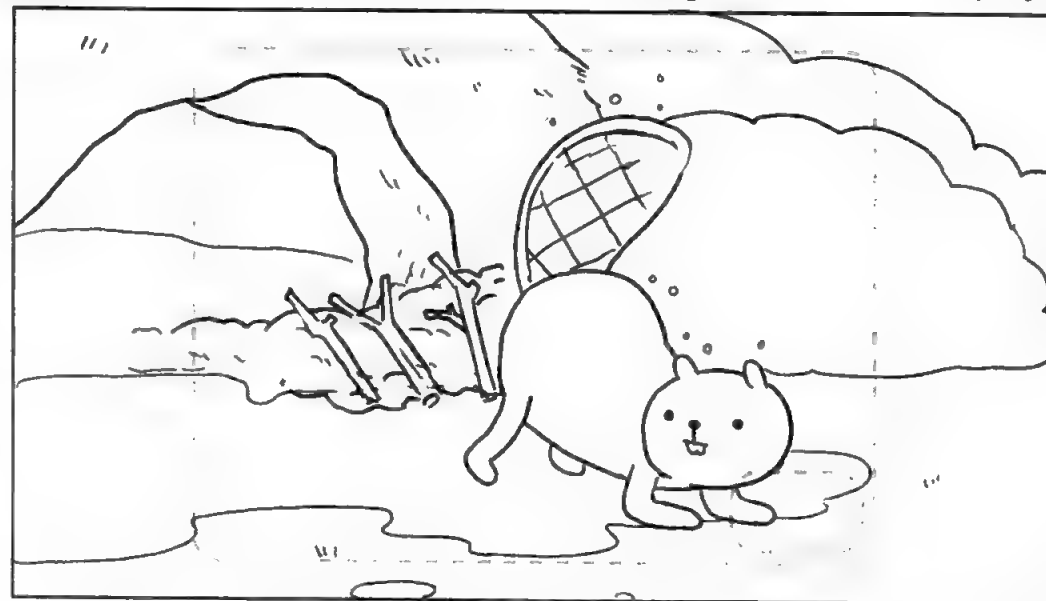


Sc. 82

Pnl. A

Bg.

day night



Dialog:

SFX/ THWACK! THWACK! THWACK!

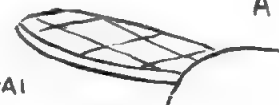
Action:

- B #4 ENTERS W STICKS
- BEAVER #3 STILL WHACKING

B PACKING MUD W/ TAIL

A-AI-A-AI

AI



Timing:

MAR 20 2014

1025-177

EPISODE #

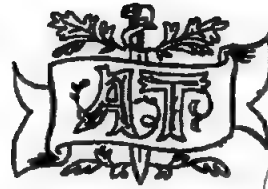
Production :

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1025/177

Cut

ADVENTURE TIME



Cut

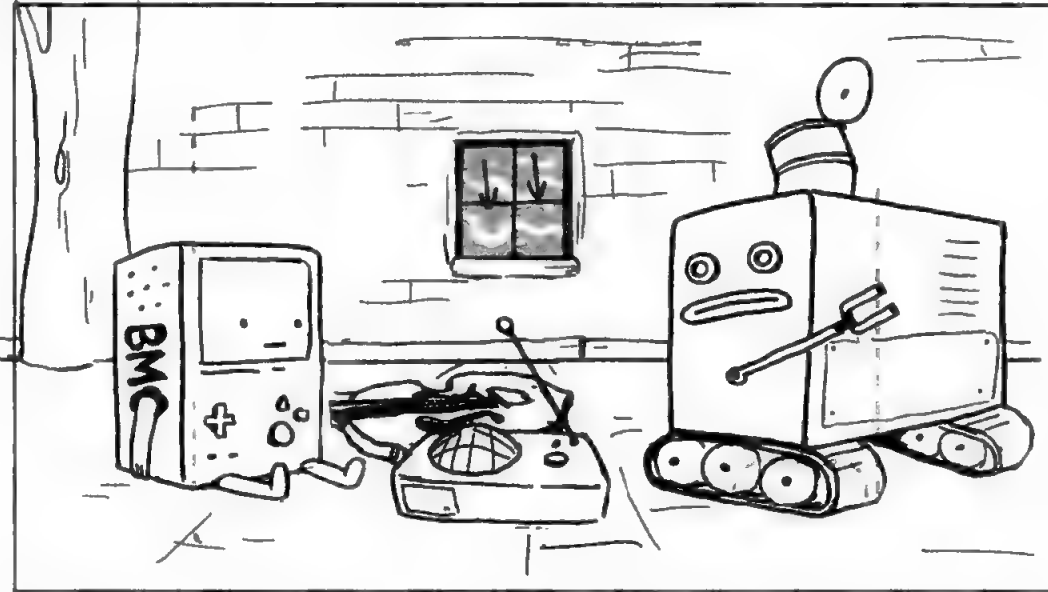
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Sc. 83

Pnl. A

Bg.

day night

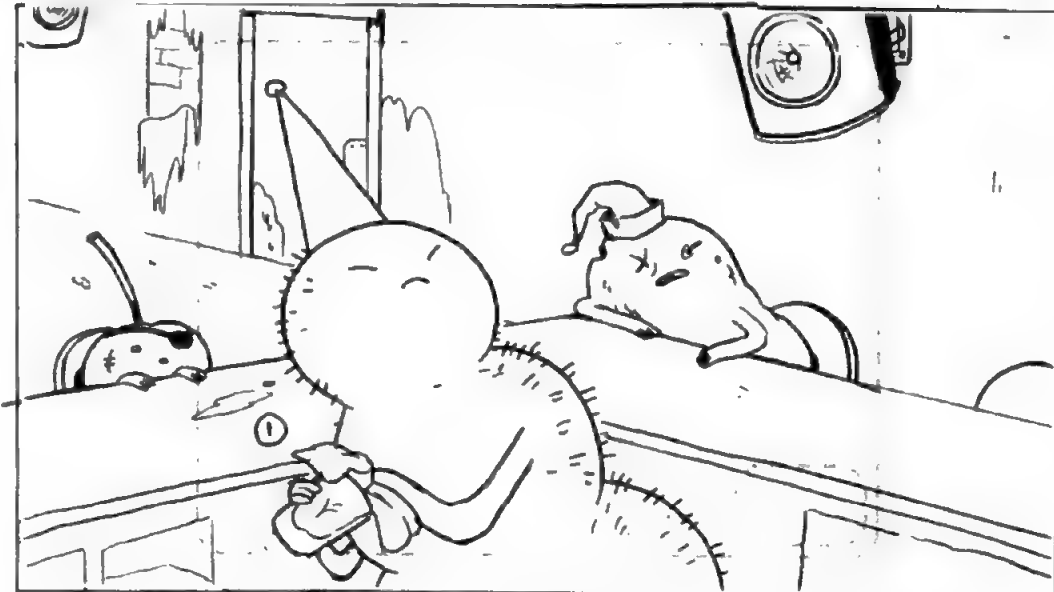


Sc. 84

Pnl. A

Bg.

day night



Cut

1025-177

EPISODE #

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Dialog:

SFX / (O/S) THWACK THWACK THWACK

SFX / (O/S) THWACK THWACK THWACK

Action:



CYCLE ①, ②, ①, ② ect.

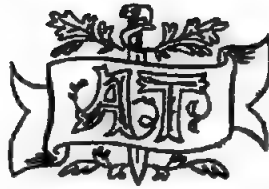
Timing:

MAR 20 2014

Production :

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ADVENTURE TIME



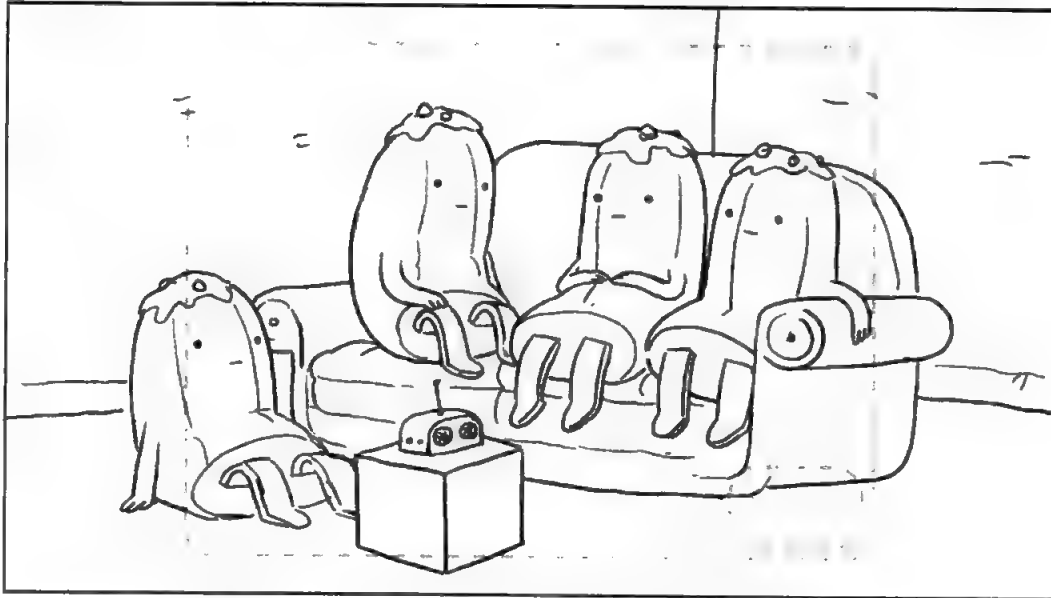
Page 161

Sc. 85

Pnl. A

Bg.

day night

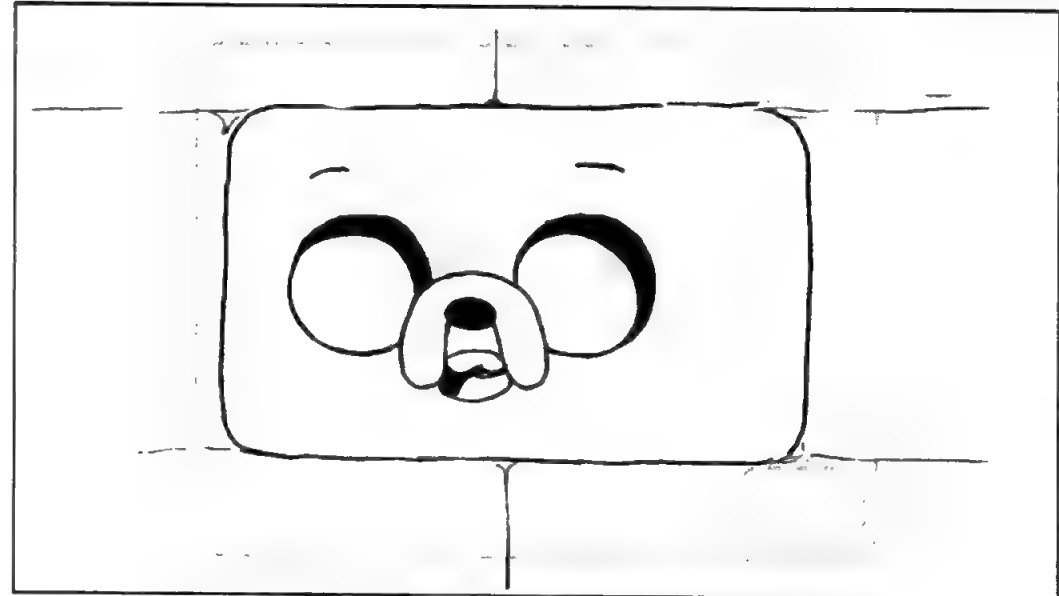


Sc. 86

Pnl. A

Bg.

day night



Dialog:

SFX / (OIS) THWACK THWACK THWACK

J/ HERE'S AN UNUSUAL SIGHT...

Action:

-BANANA GUARD LOUNGE.

Timing:

MAR 20 2014

1025-177

EPISODE#

1025/177

Production :

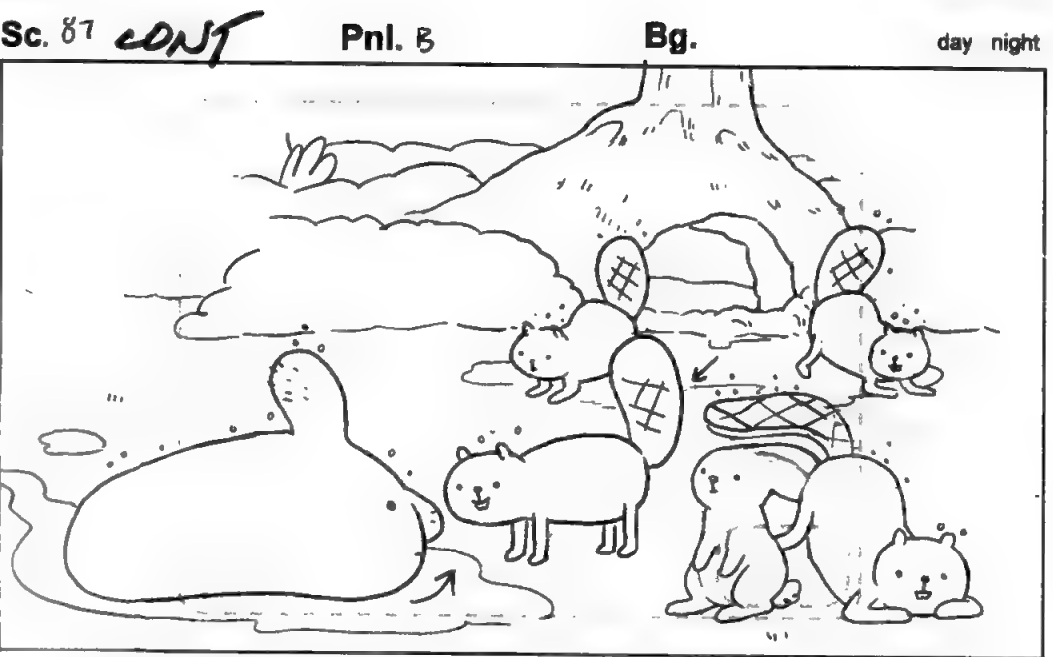
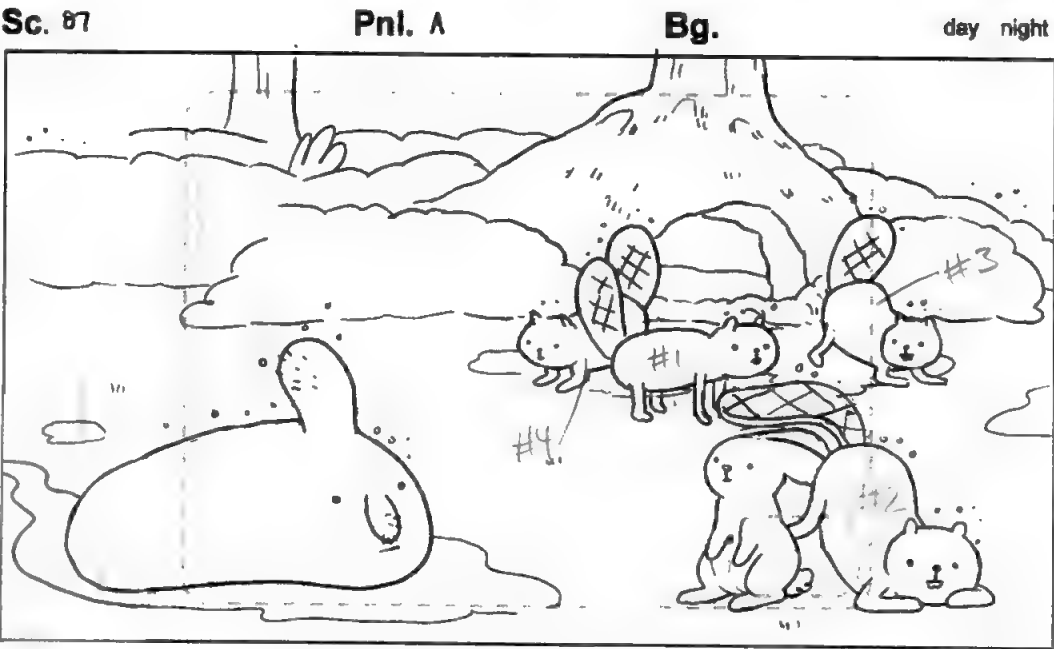
1025/177

1025/177

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Cut

ADVENTURE TIME



Dialog:	J/ (O/S) IT'S A SEA LARD!	J/ (O/S) YOU'D EXPECT TO SEE A FEW MUDSCAMPS OUT IN WEATHER LIKE THIS ..
Action:	- BEAVER WALKS OVER TO EXPLAIN WHAT'S GOING ON.	
Timing:	MAR 20 2014	

1025-177

EPISODE #

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Production :

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ADVENTURE TIME



Sc. 87 *CONT* Pnl. C Bg. day night

SIA

Sc. 87 *CONT* Pnl. D Bg. day night

SIA

Dialog:

J/ (O/S) ...BUT HERE WE HAVE A RARE TREAT INDEED

Action:

— BEAVER EXPLAINS SITUATION TO SEA LARD (CHITTERING?)

— B DOES TAIL WHACKING MOTION,

— SEA LARD LOOKS AT BUNNY, THEN TO WARREN, THEN BACK TO BEAVER.

Timing:

MAR 20 2014

Cut

1025-177

EPISODE #

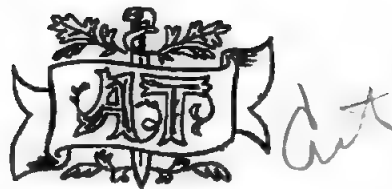
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Production :

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Cut

ADVENTURE TIME



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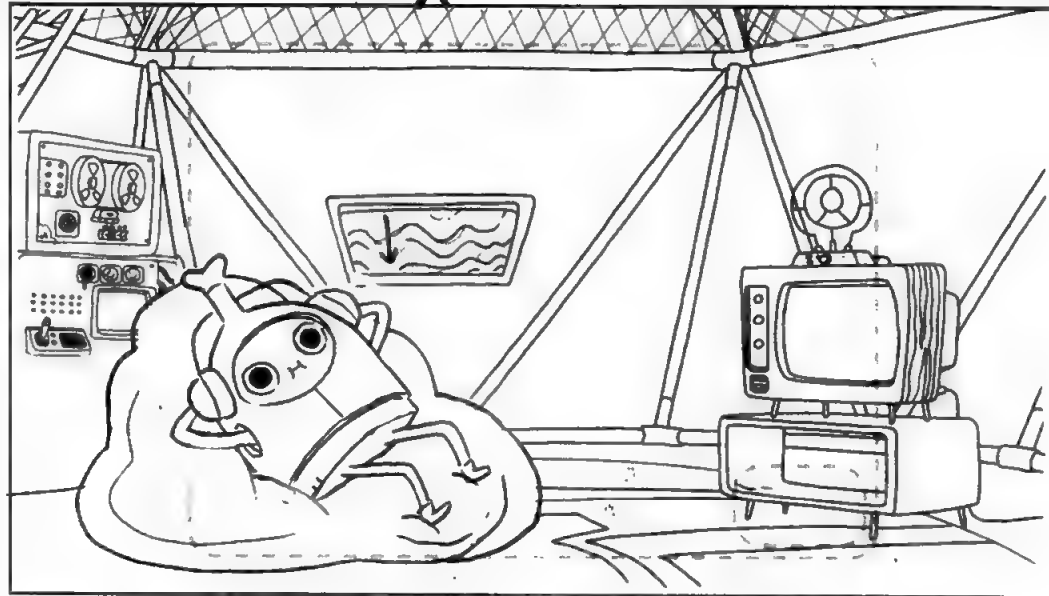
Cut

Sc. 88

Pnl. A

Bg.

day night

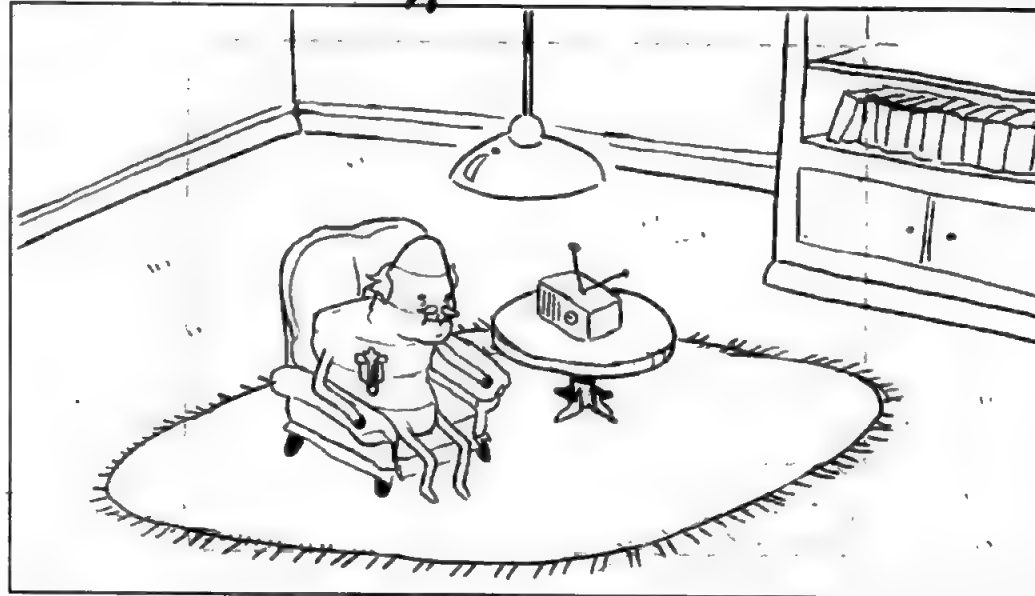


Sc. 89

Pnl. A

Bg.

day night



Dialog:

J/(O/S) THIS LITTLE BEAUTY IS PRETTY FAR OUTSIDE OF HER NATURAL HABITAT --

J/(O/S) BUT I'VE HEARD IT SAID BY WISE
OLD SALTS SCHOOLED IN ANCIENT MARITIME LORE --

Action:

- BANANA MAN IN FUTURE DOME.

MAR 20 2014

Timing:

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EPISODE #

Production :

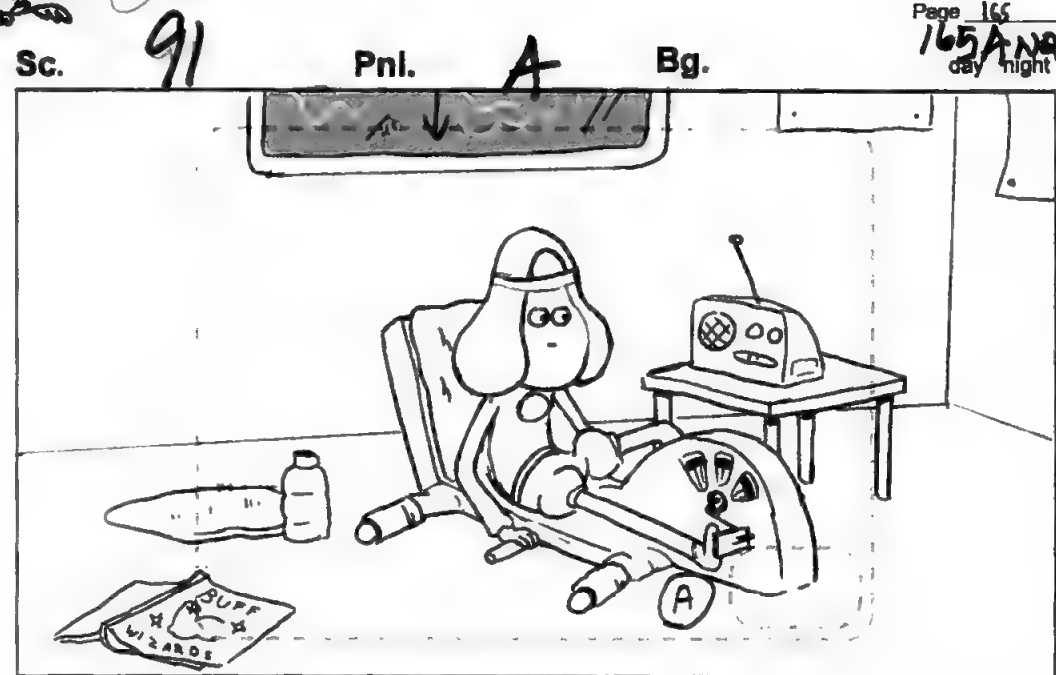
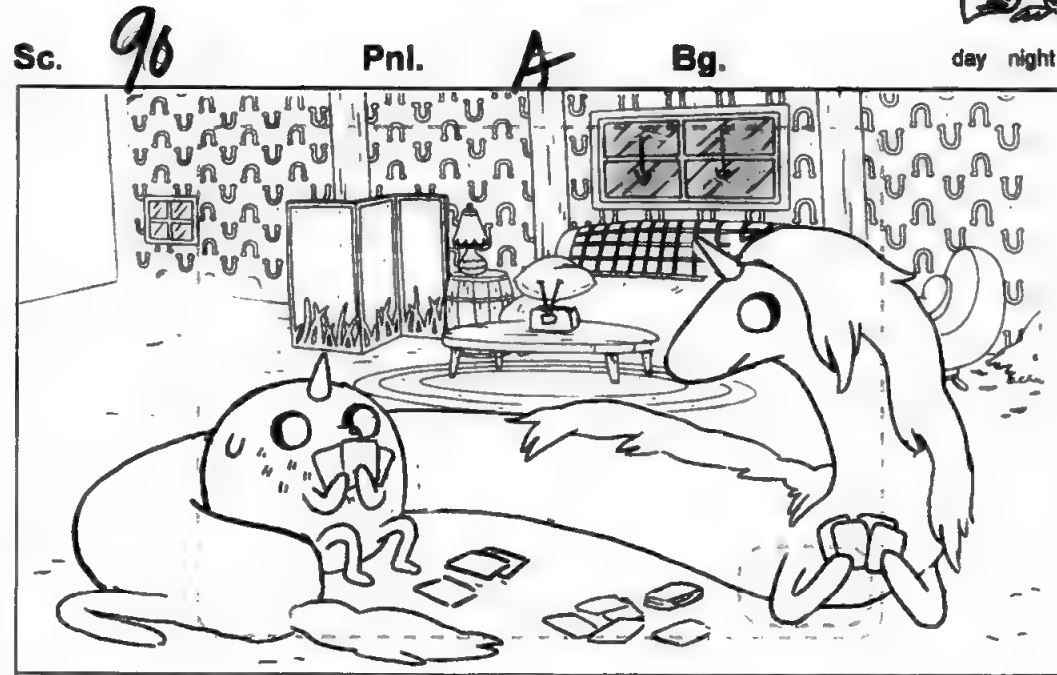
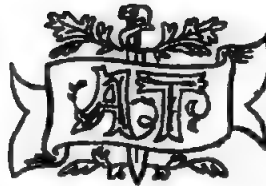
1025/177

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1025/177

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ADVENTURE TIME



Dialog:

J/ (O/S) ... THAT A STORM WILL SOMETIMES BLOW THEM
OFF COURSE TO A REMARKABLE DEGREE.

J/ (O/S) LOOKS LIKE WE'VE GOT SOME PRETTY GOOD EVIDENCE TONIGHT

MAR 30 2014

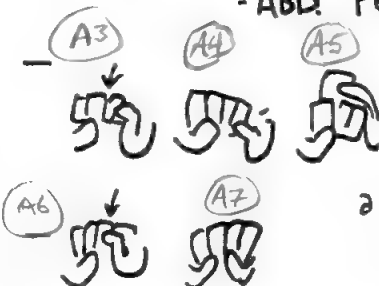
Action:

-INT. LADY'S HOUSE.

-INT. ABRACADANIEL'S HOUSE.

-ABD. PEDALS EXERCISE BIKE

Timing:



arranges cards

slow
pedal cycle



D TV takes a card & sticks in deck

EPISODE #

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Production :

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ADVENTURE TIME

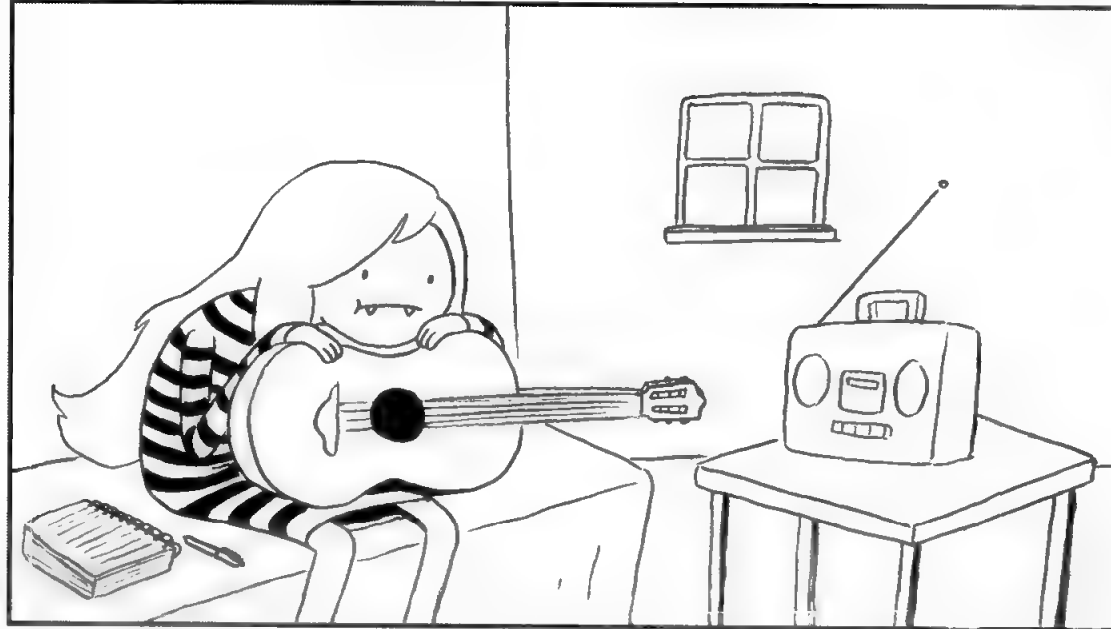


Sc. 92

Pnl. A

Bg.

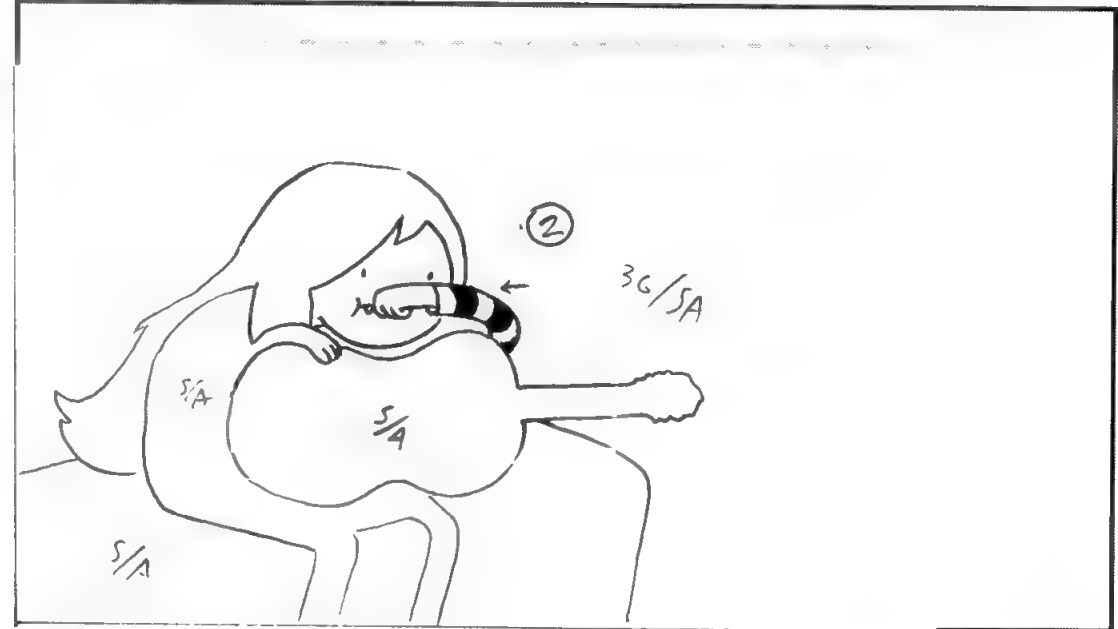
day night



Sc. 92 *cont*

Pnl. B

Bg.



Page 165A
166 N/A
day night

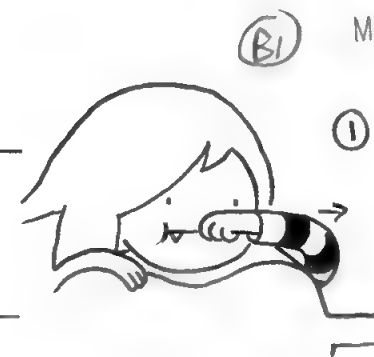
Dialog:

J: (O/S) YES SIR, SOMETIMES THOSE OLD SAILORS
KNOW WHAT THEY'RE TALKING ABOUT...

Action:

- M. scratches nose
cycle ①, ②, ①, ②

Timing:



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Production:

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1025/177

ADVENTURE TIME

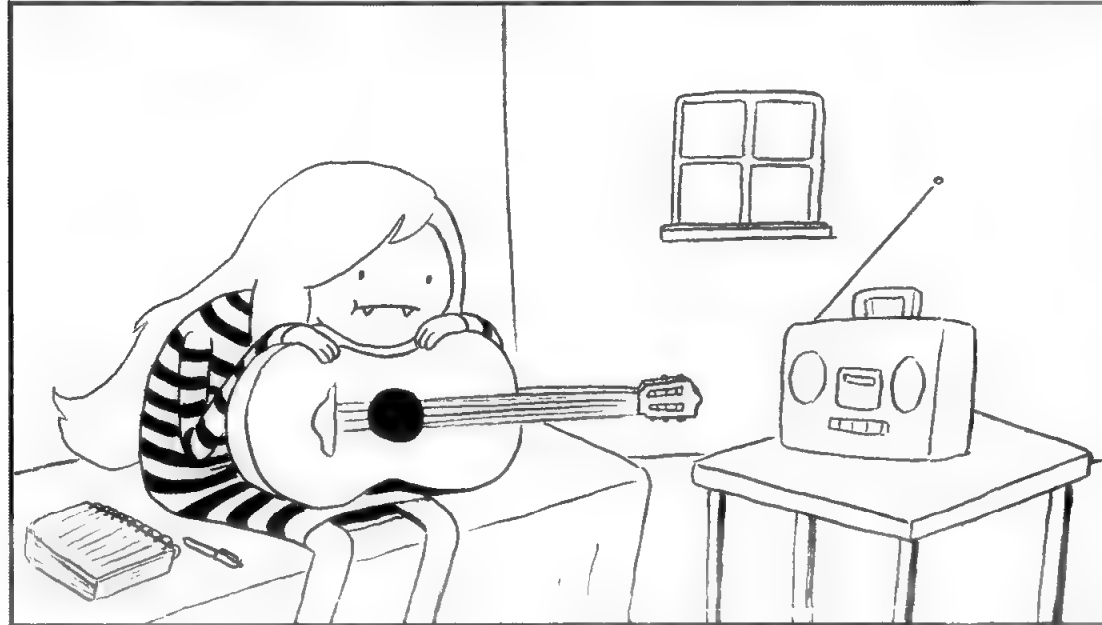


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Sc. 92 *CONT* Pnl. C

Bg.

day night

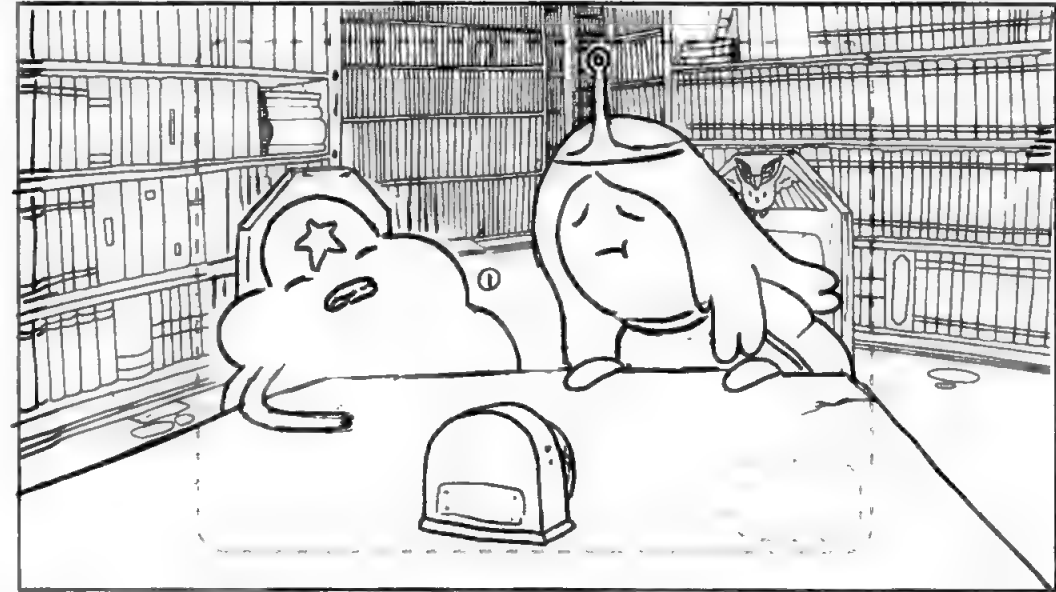


Sc. 93

Pnl. A

Bg.

day night



Cut

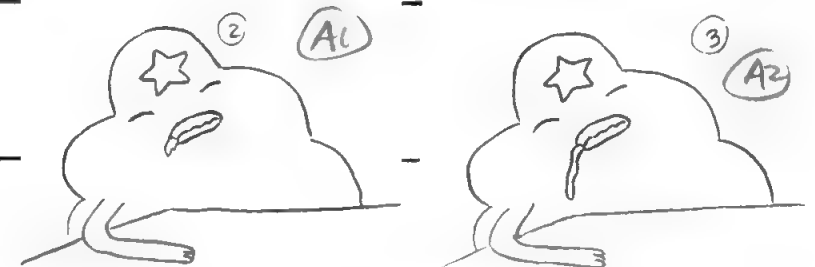
1025-177

EPISODE #

1025/177

J/ (W/S) IT'S THE TRIUMPH OF EXPERIENCE VERSUS THE
SECOND - HAND VERITIES OF MUSTY ACADEMIC TONES.

MAR 20 2014

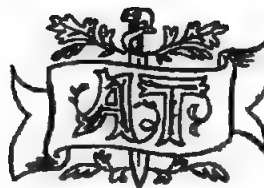


1025/177

1025/177

Cut

ADVENTURE TIME



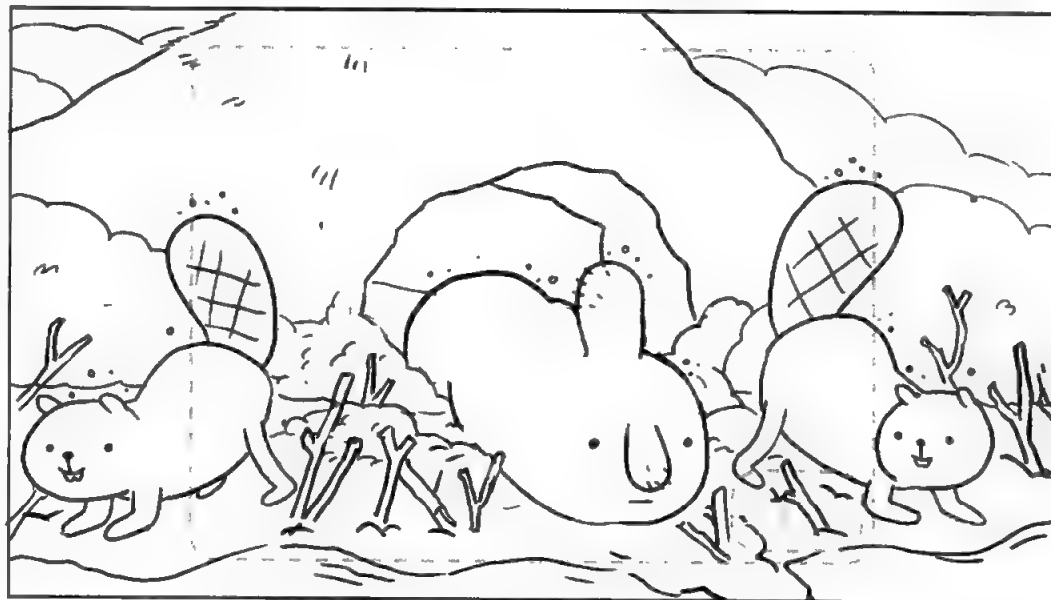
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Sc. 94

Pnl. A

Bg.

day night

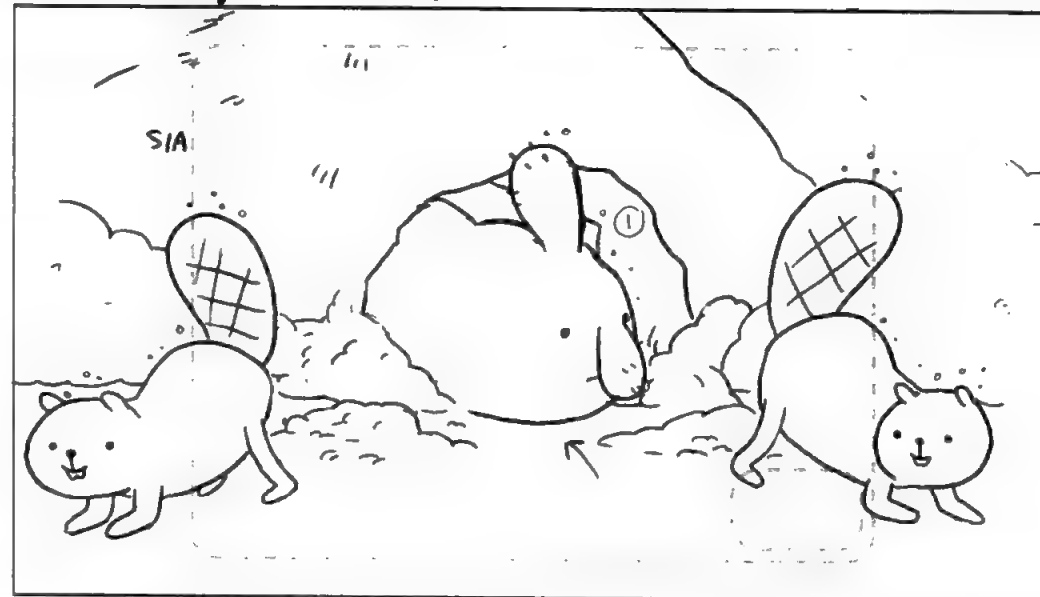


Sc. 94 CONT

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) THE FEISTY SEA LARD IS PITCHING RIGHT IN TO SAVE THE RABBIT HOLE. --

Action:

- RAIN & WIND CONT'D
- BEAVERS KEEP PATTING MUD (ABAB)

- SEA LARD SCOOTs INTO WARREN

Tim...



MAR 20 2014

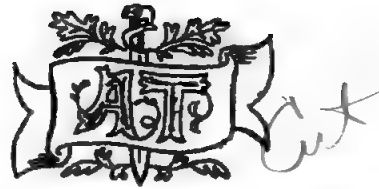
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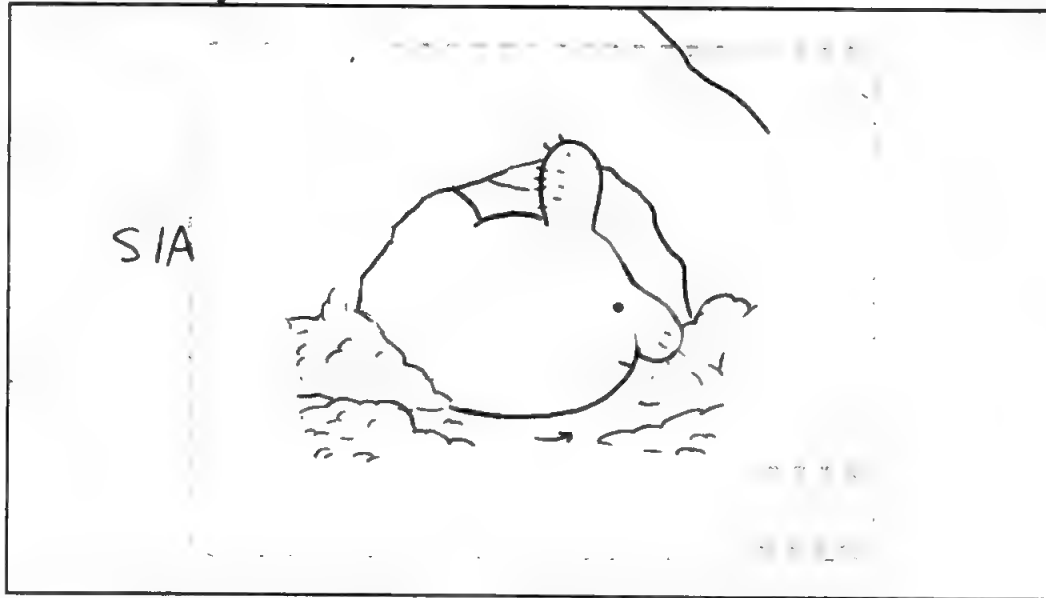
1025/177

ADVENTURE TIME



Page 168

Sc. 94 *cont* Pnl. c Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

J/ (O/S) BELYING ITS SLOTHFUL REPUTATION --

J/ (O/S) SHE USES HER PRODIGIOUS, SWIVELING BEHIND TO INCREASE THE SIZE OF THE HOLE.

Action:

- INT. ICE KINGDOM

MAR 20 2014

Timing:

Cut

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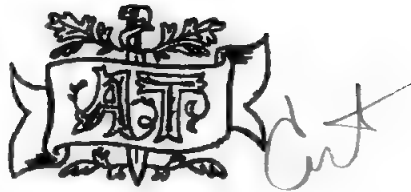
1025/177

Production :

1025/177

Cut

ADVENTURE TIME



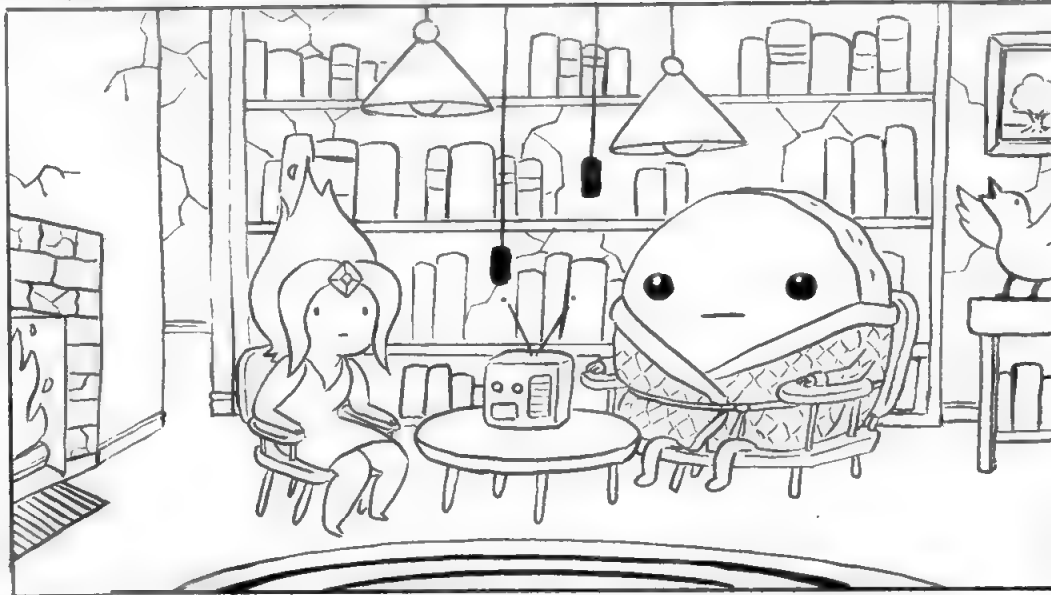
Page 169

Sc. 96

Pnl A

Rn

day night

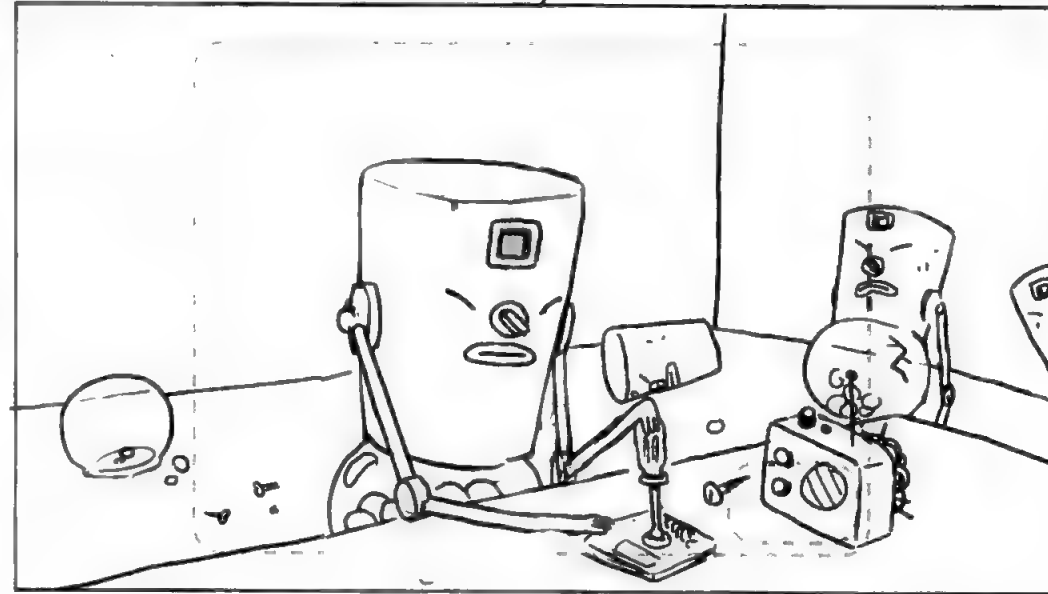


Sc. 97

Pnl. A

Bg.

day night



Cut

1025-177

EPISODE #

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Dialog:

J/ (O/S) WHILE THE BEAVERS CONTINUE TO REINFORCE
THE SIDES WITH STRAW AND STICK...

SFX/ THWACK THWACK THWACK THWACK

J/ (O/S) AT TIMES LIKE THESE, THE SUPPOSED CRUELTY AND INDIFFERENCE OF
THE NATURAL WORLD— ALL TOO OFTEN ITS MOST SALIENT FEATURE...

Action:

- FIRE KINGDOM.

Timing:

(A)



MAR 20 2014

S/A (A)

Production :

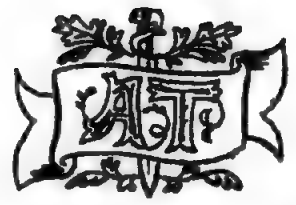
1025/177

1025/177

1025/177

cut

ADVENTURE TIME



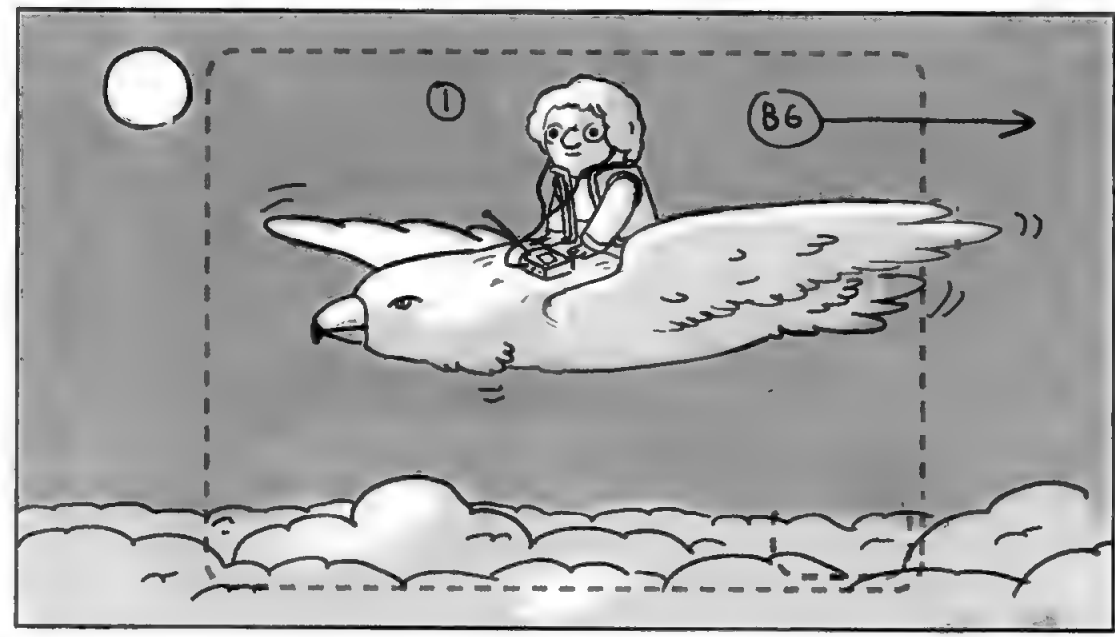
Page 170
170A NEXT
day night

Sc. 98

Pnl. A

Bg.

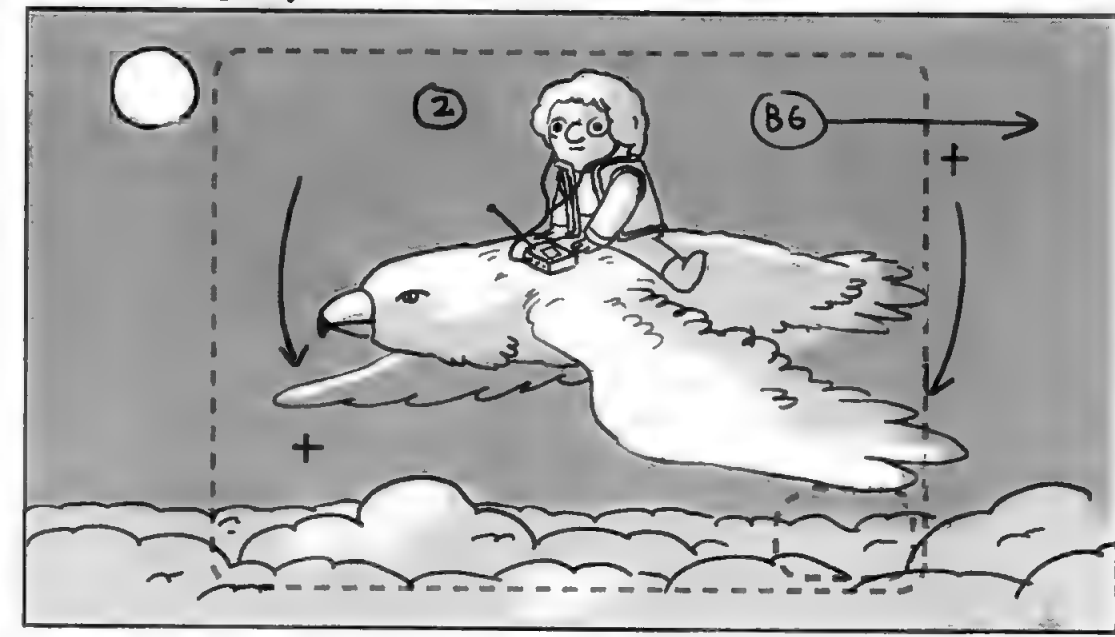
day night



Sc. 98 cont

Pnl. B

Bg.



Dialog:

J/ (O/S) PALE BEFORE THE NOBLER INSTINCTS OF EVEN OUR MOST HUMBLE KIN ...

Action:

- LEMONHOPE RIDES EAGLE THROUGH NIGHT SKY, HIGH ABOVE THE CLOUDS.

Timing:

CYCLE
①, ②, repeat



MAR 20 2014



+ ANTIC

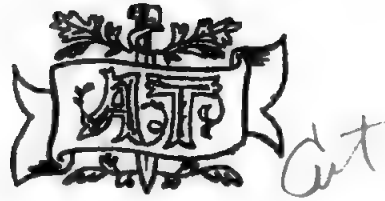
Production :

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ADVENTURE TIME



NO SC
100

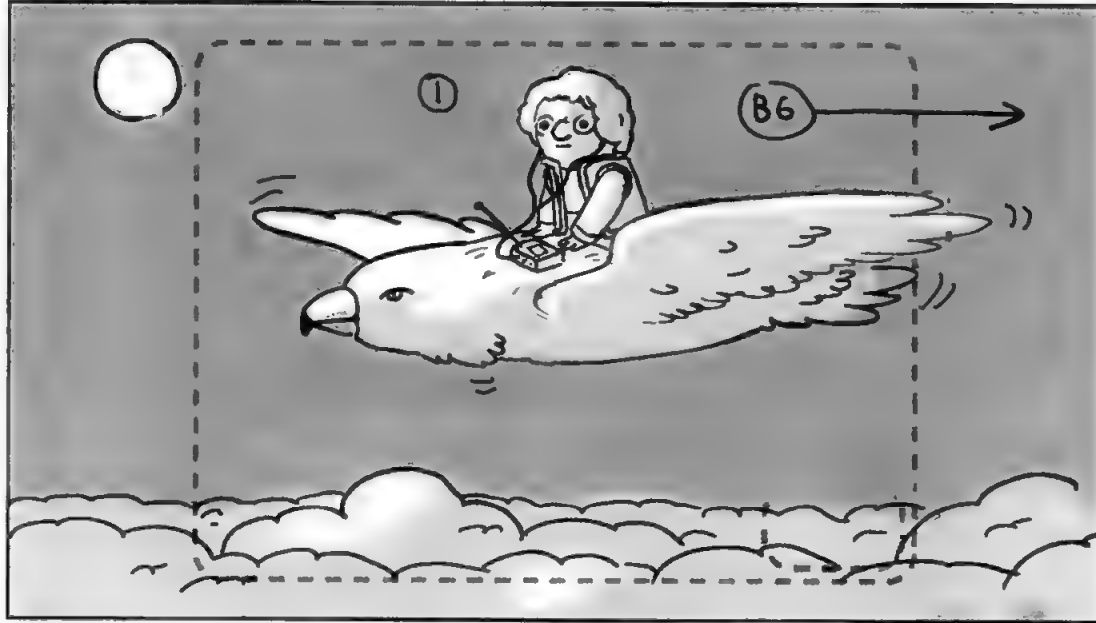
Page 170 A
171NEL
day night

Sc. 98 *CONT*

Pnl. C

Bg.

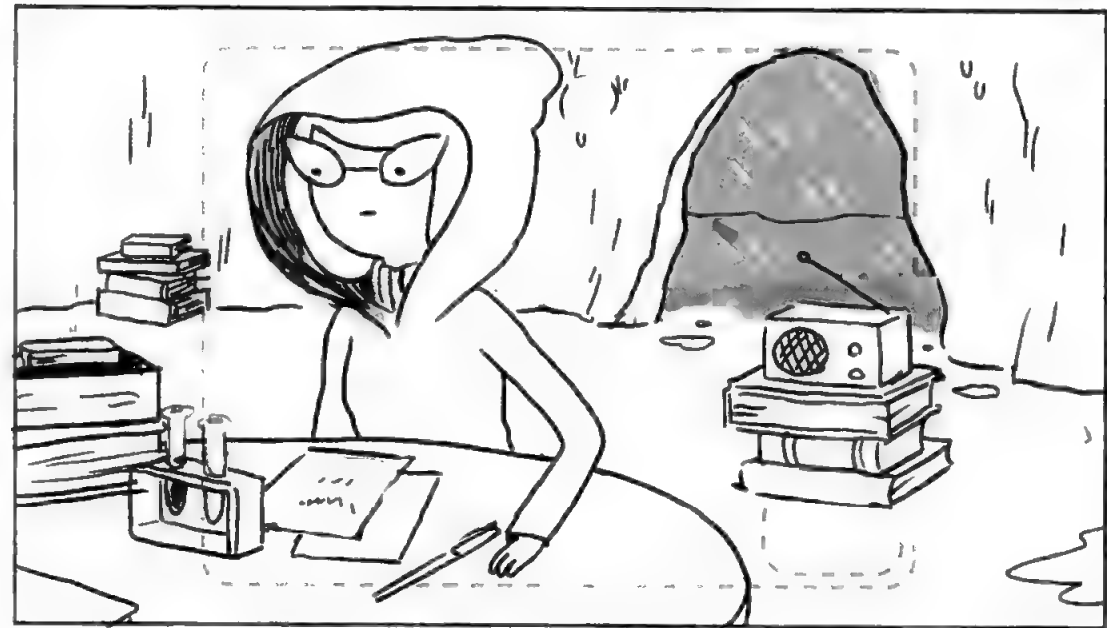
day night



Sc. 99

Pnl. A

Bg.



Dialog:



Action:

(O/S)
SFX / THWACK THWACK THWACK

MAR 20 2014

Timing:

CYCLE
①, ②, repeat

- BETTY TURNS
TOWARDS RADIO.



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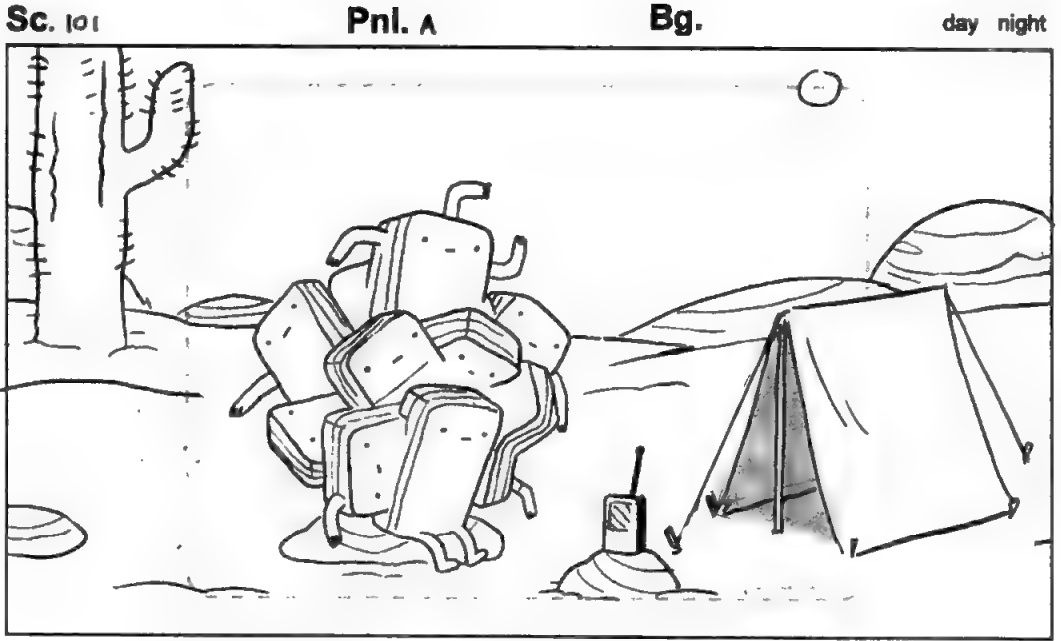
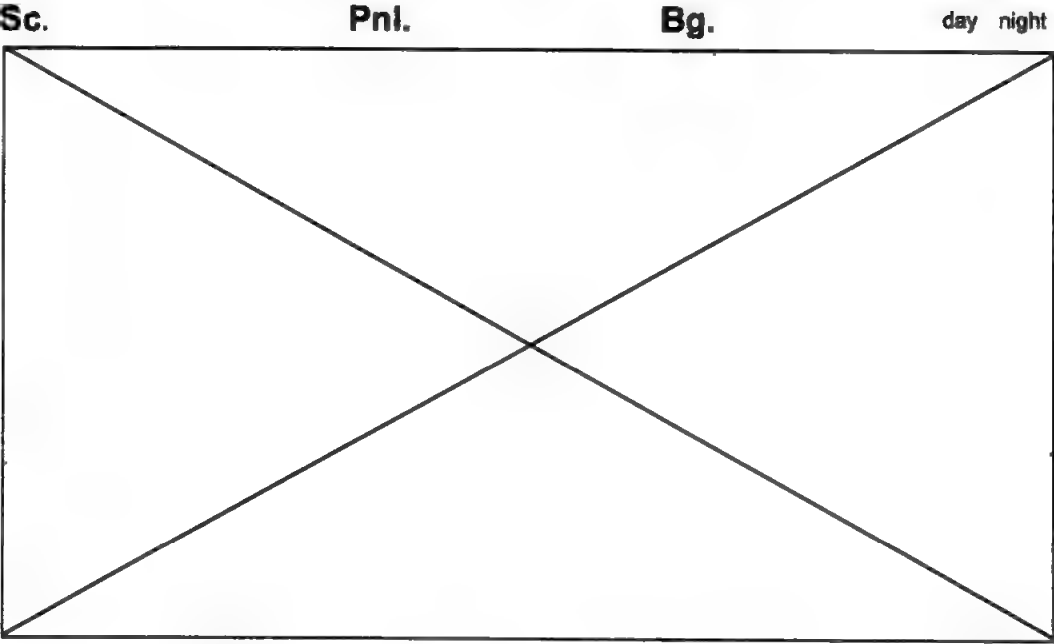
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ADVENTURE TIME



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Cut



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EPISODE #

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Production :

Dialog:	(0/5) SFX/ THWACK THWACK THWACK	(0/5) SFX/ THWACK THWACK THWACK
Action:	- JAMESES WAIT IN THE DESERT.	
Timing:	MAR 20 2014	

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ADVENTURE TIME



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Sc. 102

Pnl.

A

Bg.

day night

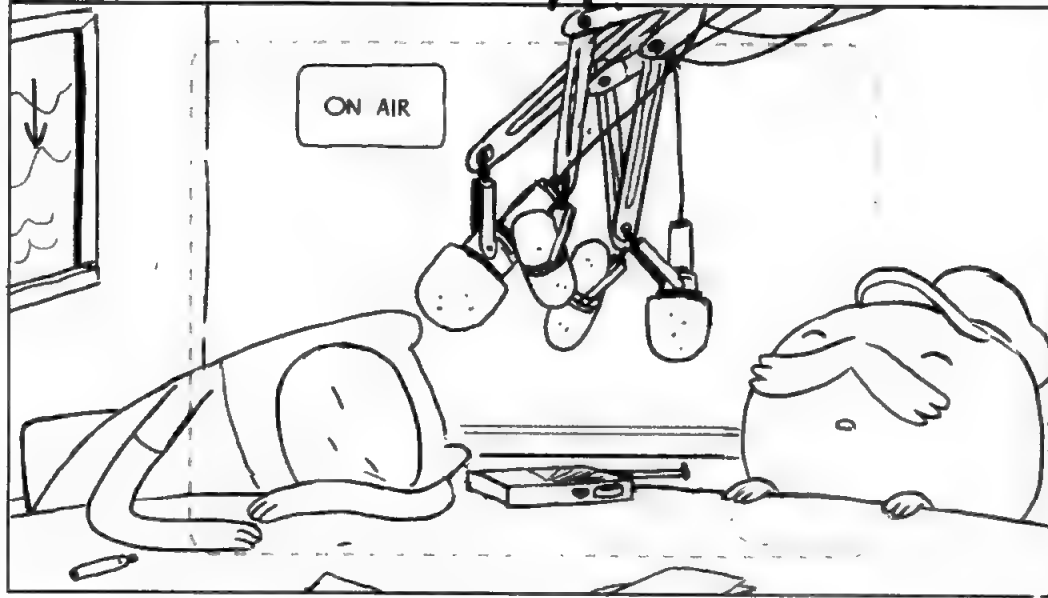
Sc. 102 *cont*

Pnl.

B

Bg.

day night



Dialog:

(O/S)
SFX / THWACK THWACK THWACK

FADE OUT

(BLACK FR)

Action:

FADE TO BLACK

MAR 20 2014

Timing:

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Production :

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Cut

ADVENTURE TIME

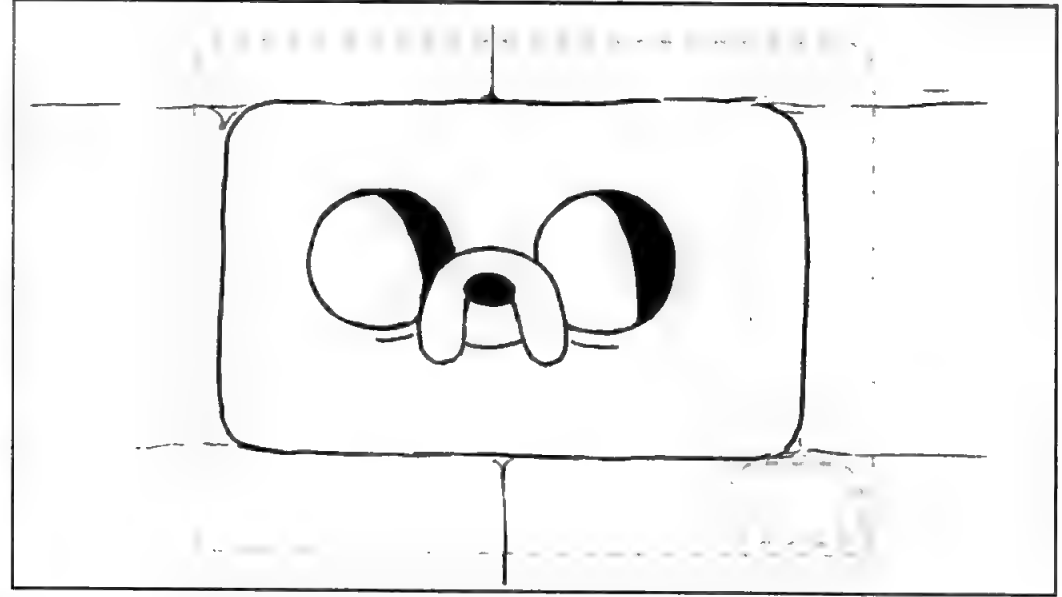


Ho
Cut

Sc. 103 Pnl. A Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:	
<p>FADE IN</p>	
Action:	
<p>— FADE IN, EARLY MORNING</p>	
Timing:	

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Production :

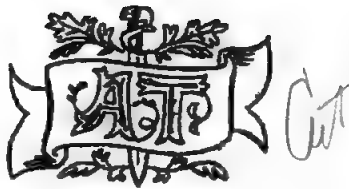
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ADVENTURE TIME



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Sc. 104 *CONT*

Pnl. B

Bg.

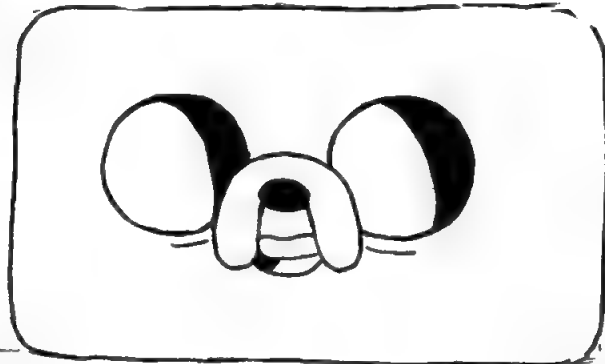
day night

Sc.

Pnl.

Bg.

day night



NO
/ PANEL

Dialog:

J/ IN THE MORNING LIGHT ...

Action:

MAR 20 2014

Timing:

1025-177

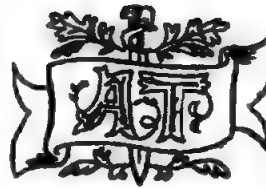
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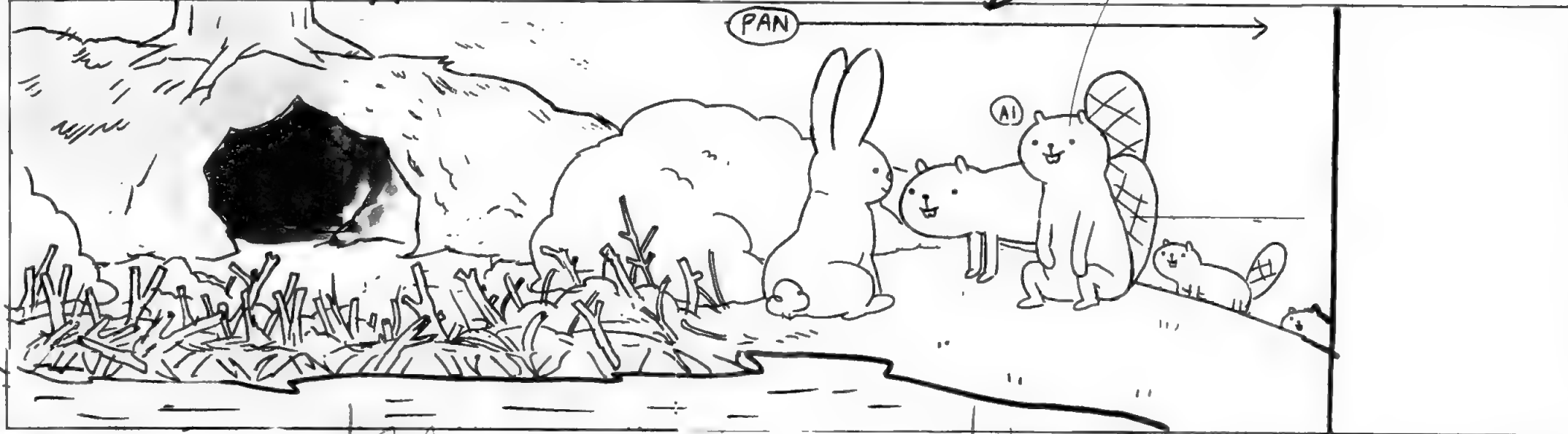
Sc. 105

Pnl. A

Bg.

day night

day night



Dialog:

1/ (O/S) FEW SIGNS REMAIN OF THE SUMMER STORM THAT BATTERED THIS IDYLIC GLEN ..

Action:

- PAN RIGHT, B #1 NODS TO BUNNY

Timing:



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STOP

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START

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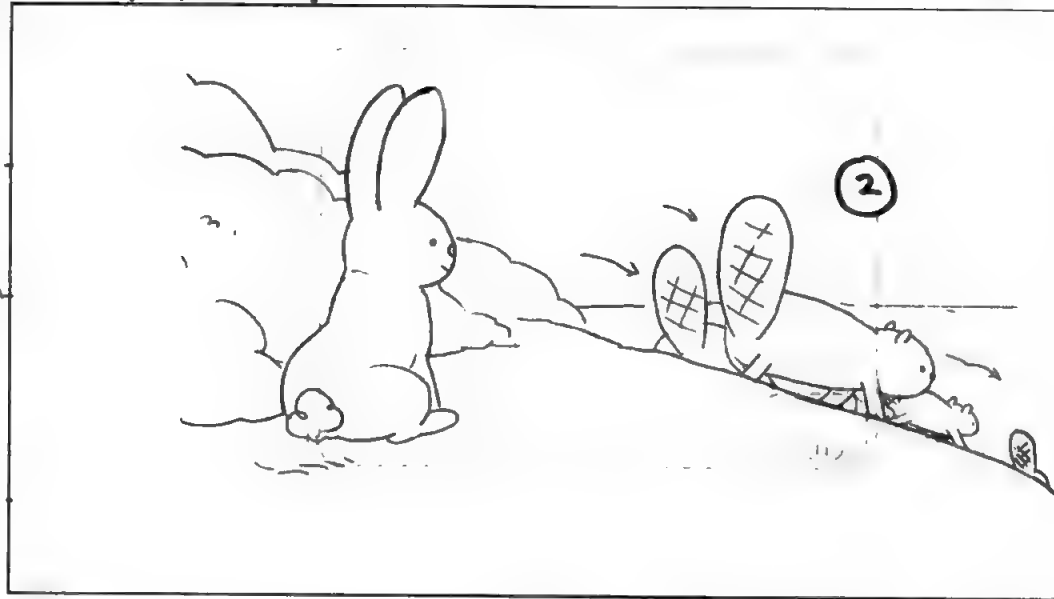
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ADVENTURE TIME



Sc. 105 CONT Pnl. C Bg.

day night



Sc. 106

Pnl. A

Bg.

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day night



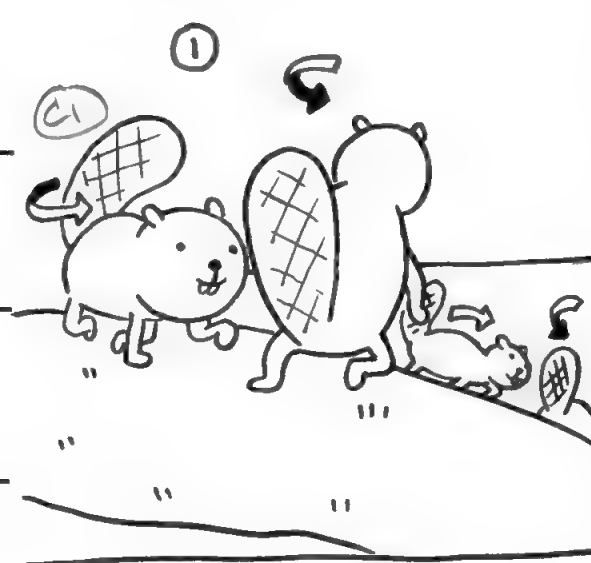
Dialog:

1/ (O/S) THE BEAVERS ARE FINISHED WITH THEIR WORK AND ARE
HEADING HOME ... PROBABLY GONNA MAKE SOME BREAKFAST.

Action:

- BEAVERS WALK AWAY OVER HILL.

Timing:



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Production :

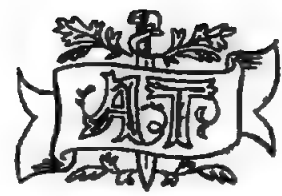
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1025/177

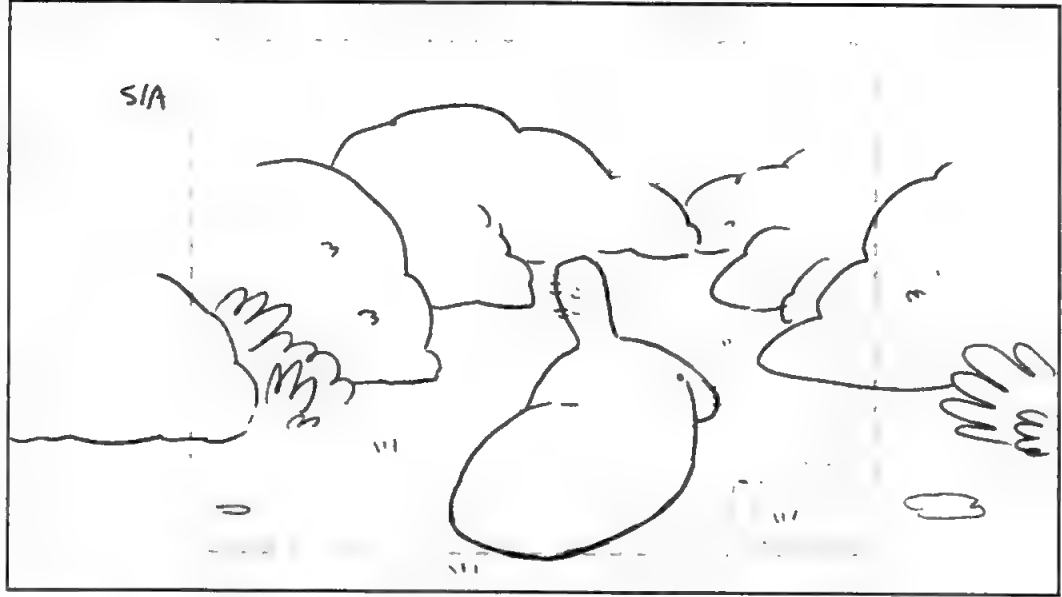
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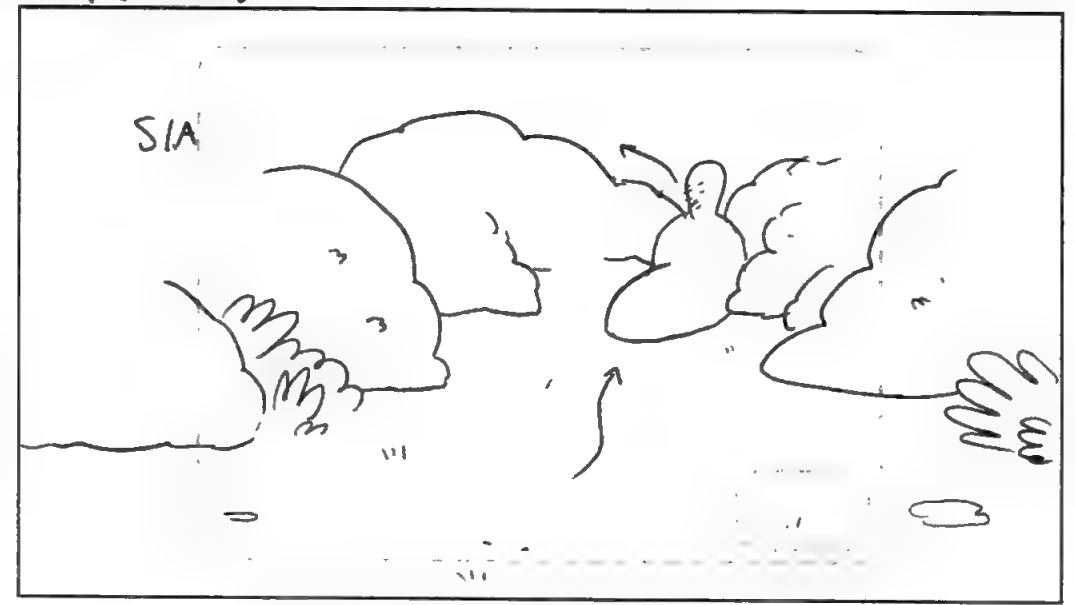
ADVENTURE TIME



Sc. 106 *CONT* Pnl. B Bg. day night



Sc. 106 *CONT* Pnl. C Bg. day night



Dialog:

J/ (O/S) THE SEA LARD LOOKS LIKE SHE'S GONNA GO WANDER THE WOODS FOR A WHILE.

J: (O/S) MAYBE SHE'LL FIND HER WAY BACK TO THE OCEAN--

Action:

(B1) (B2) S L LOOKS AROUND AS IF LOST

- SEA LARD WORMS AWAY TOWARDS BUSHES.

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Timing:

CYCLE

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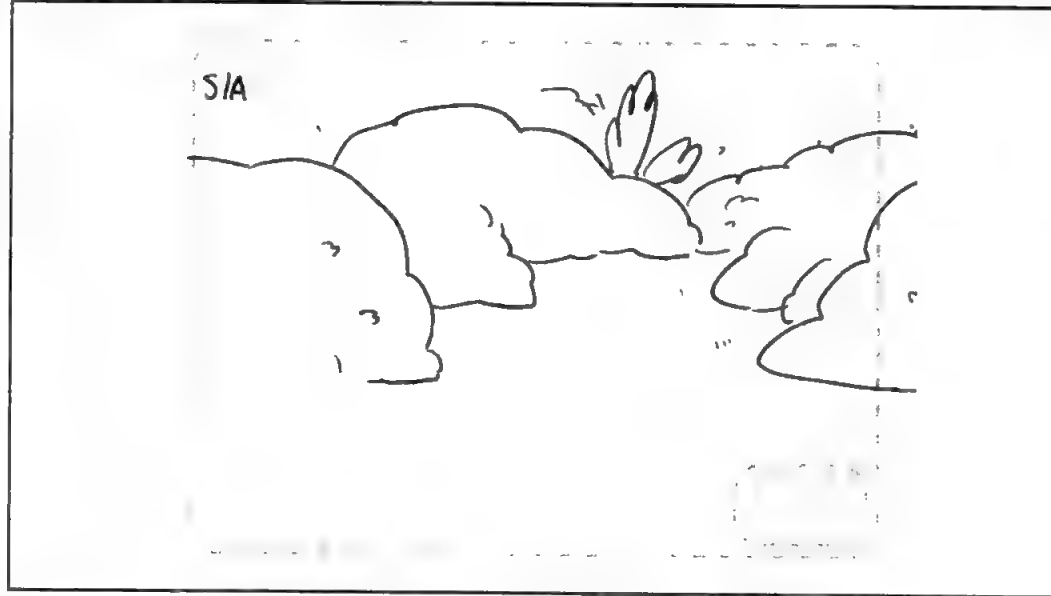


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Sc. 106 *CONT* Pnl. D

Bg.

day night

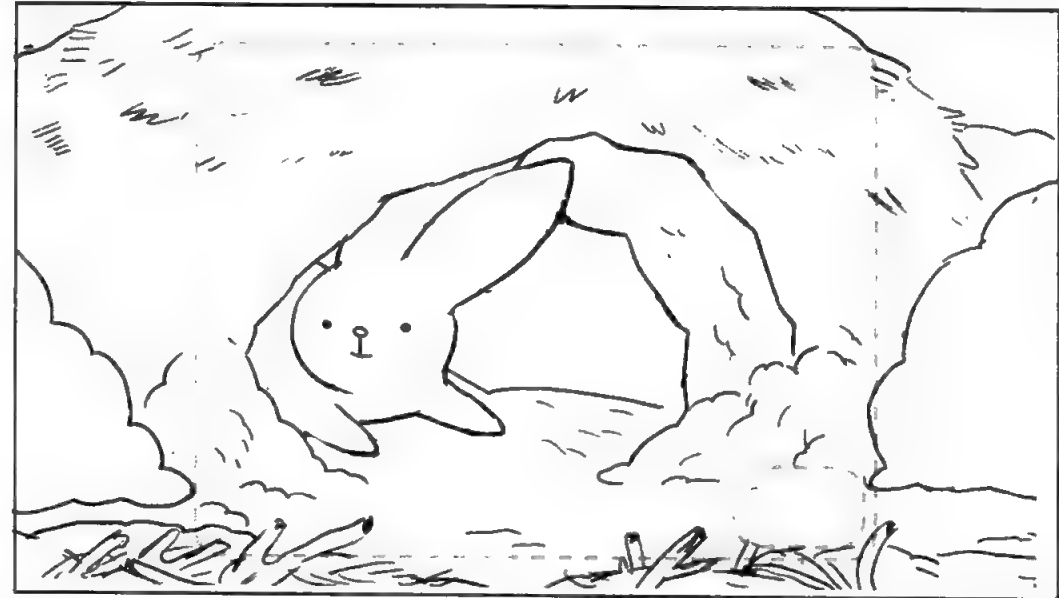


Sc. 107

Pnl. A

Bg.

day night



Dialog:

J: (s) AND WRITE A NOVEL ABOUT
HER EXPERIENCES.

Action:

— SEA LORD DISAPPEARS IN BUSHES

MAR 20 2014

Timing:

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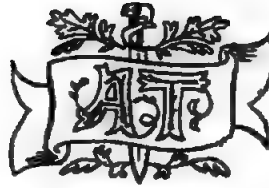
EPISODE #

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Sc. 107

CONT

Pnl. B

Bg.

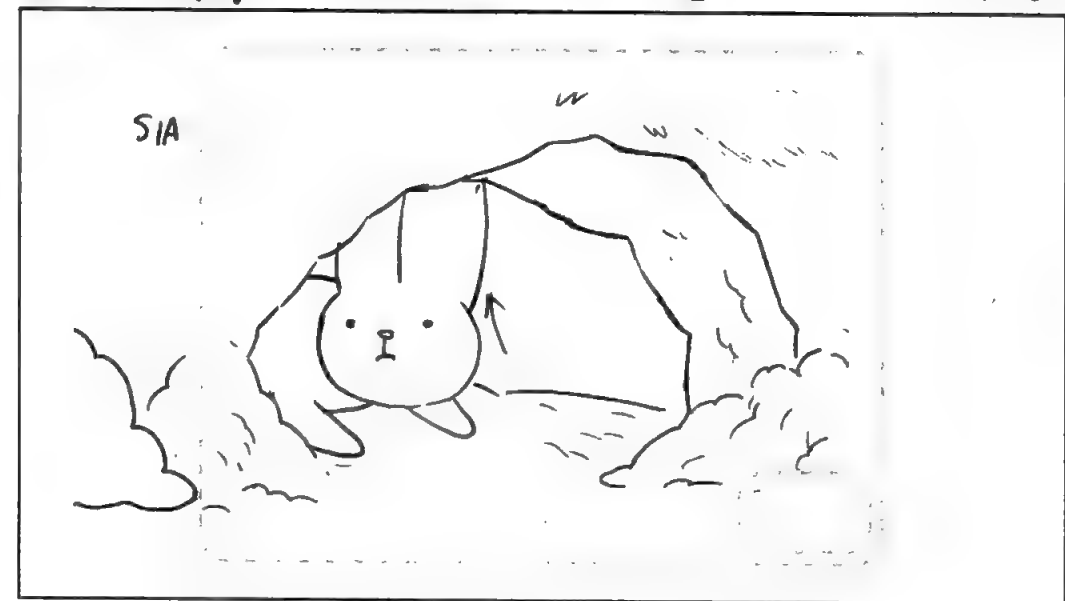
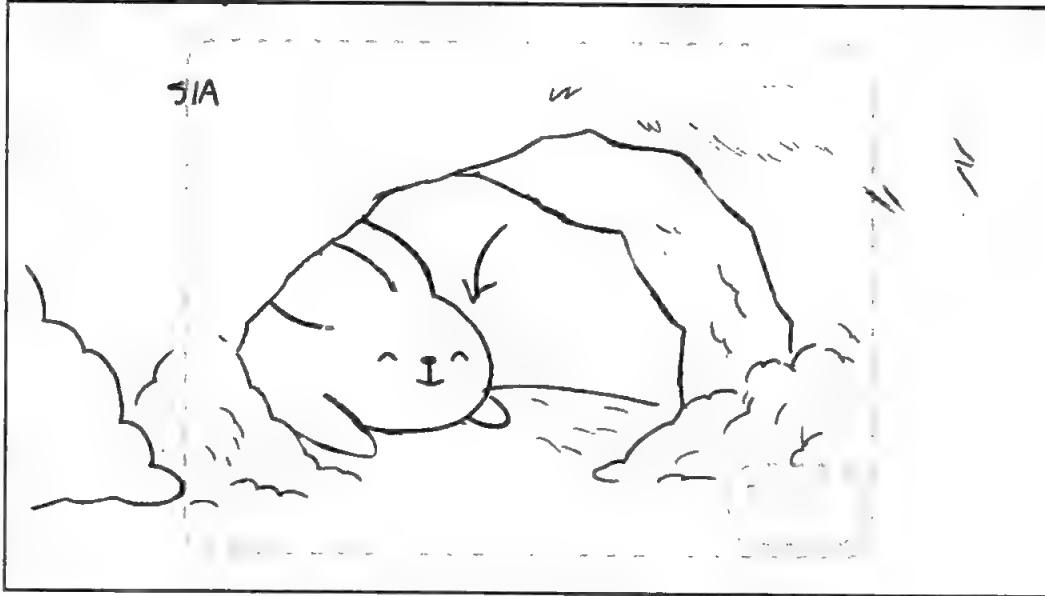
day night

Sc. 107 CONT

Pnl. C

Bg.

day night



Dialog:

J/ (O/S) MR BUNNY IS EXHAUSTED, BUT CAN REST EASY KNOWING HIS HOME IS SECURE

SFX/ RUSTLE RUSTLE

J/ (O/S) BUT ALAS, THE BUNNY'S REST IS SHORT - LIVED.

Action:

- BUNNY SETTLES IN.

Timing:

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Production :

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Sc. 108

Pnl. A

Bg.

day night



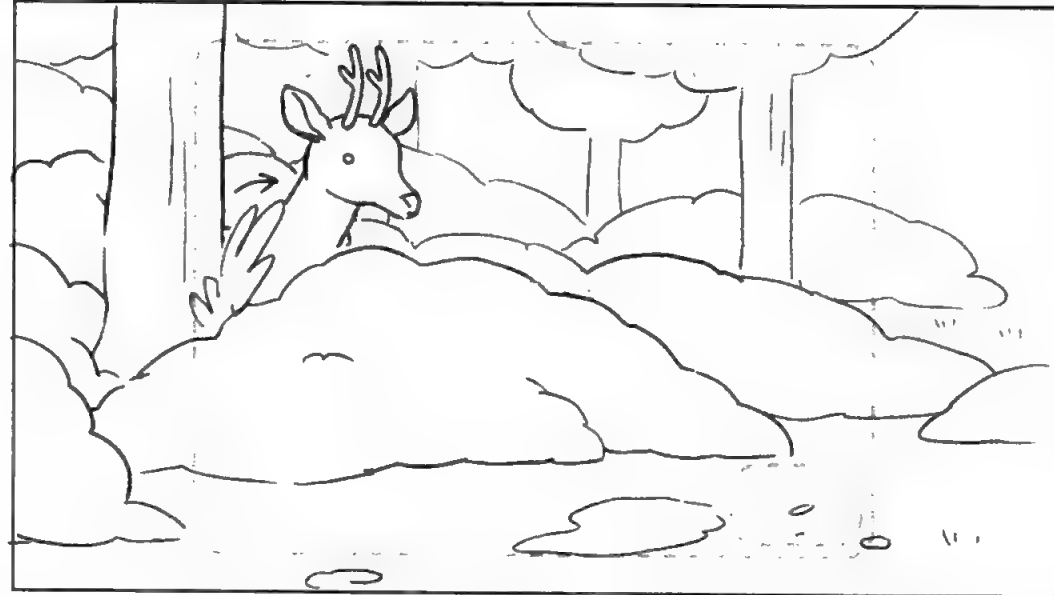
Sc. 108

CONT

Pnl. B

Bg.

day night



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EPISODE #

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Dialog:

SFX / RUSTLE RUSTLE

J/ (O/S) (OMINOUS) THE DEER IS BACK.

Action:



BUSH SHAKING (A B A B)

-DEER COMES INTO VIEW

MAD 9 11 2014

Timing:

Production :

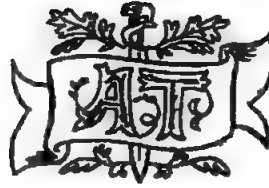
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1025/177

1025/177

Cut

ADVENTURE TIME



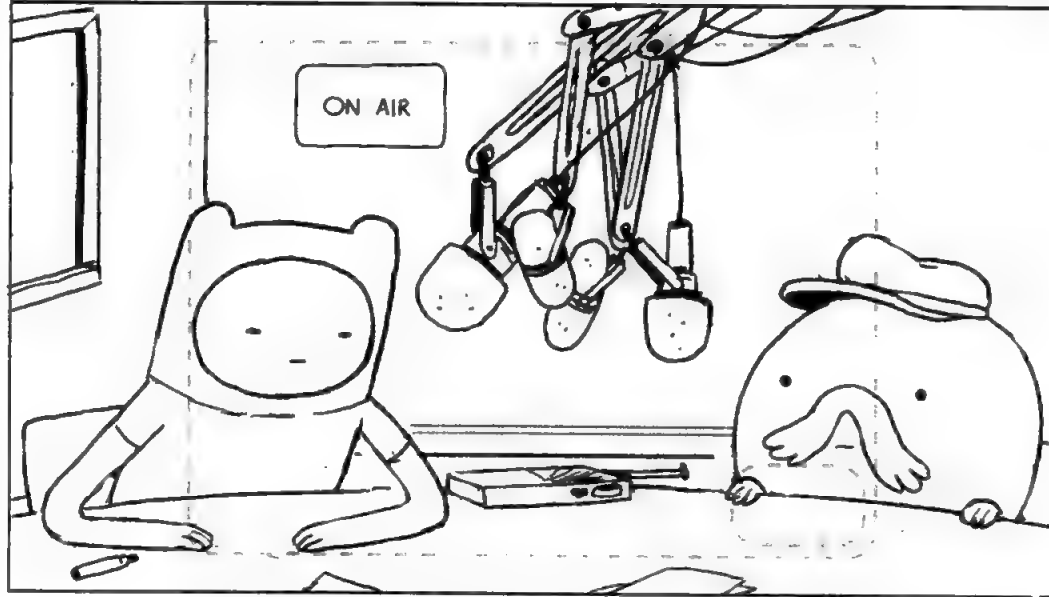
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Sc. 109

Pnl. A

Bg.

day night



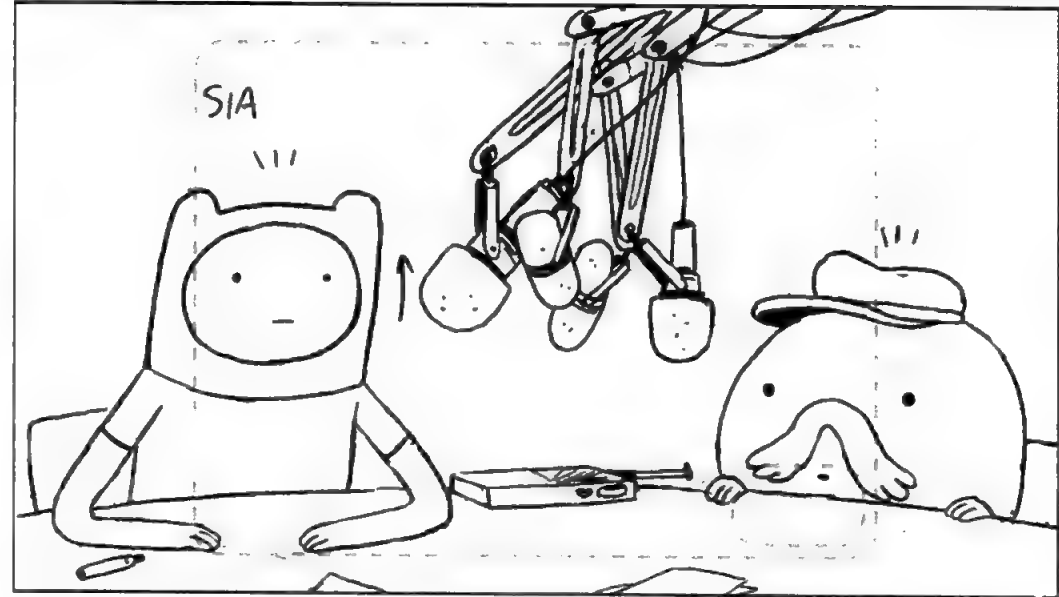
Sc. 109

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

1025-177

EPISODE #

Production :

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ADVENTURE TIME



Cut

Page 182

Sc. 109 *CONT*

Pnl. C

Bg.

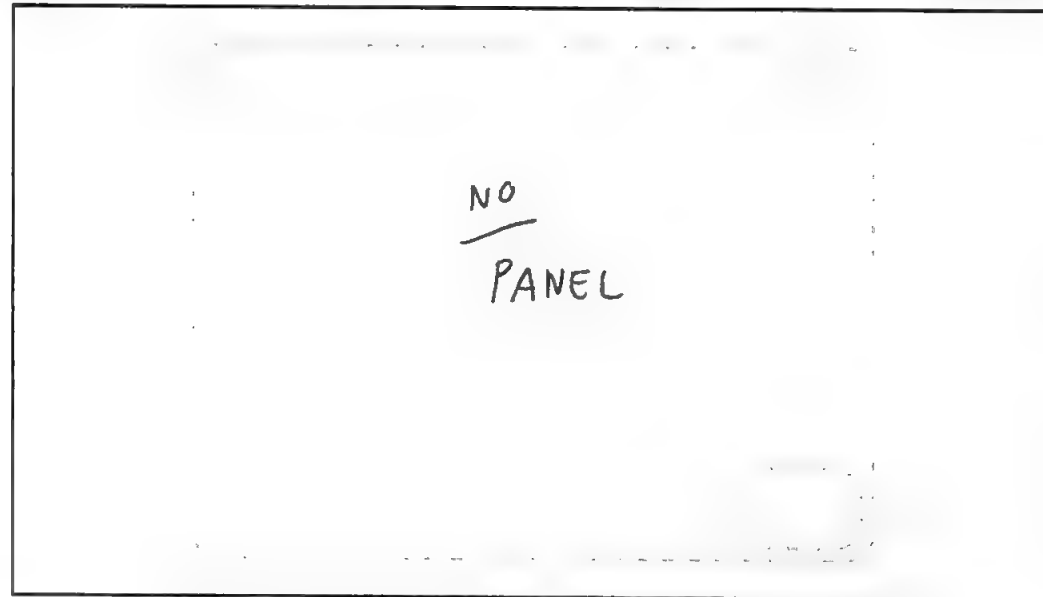
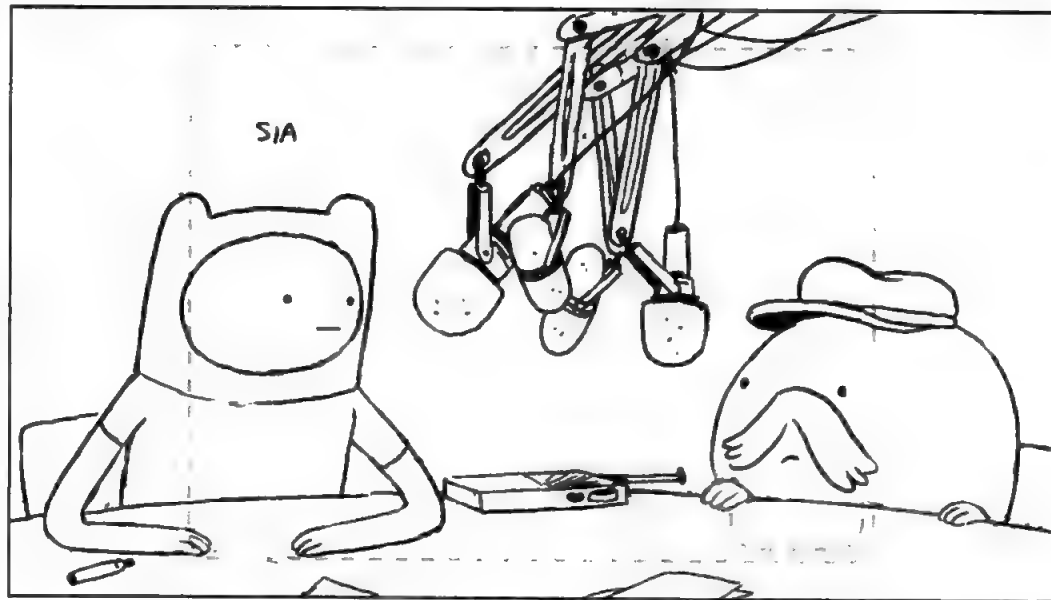
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- F + STARCHY LOOK AT EACH OTHER

Timing:

MAR 20 2014

1025-177

EPISODE #

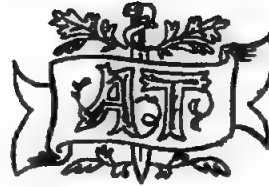
Production :

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1025/177

Cut

ADVENTURE TIME



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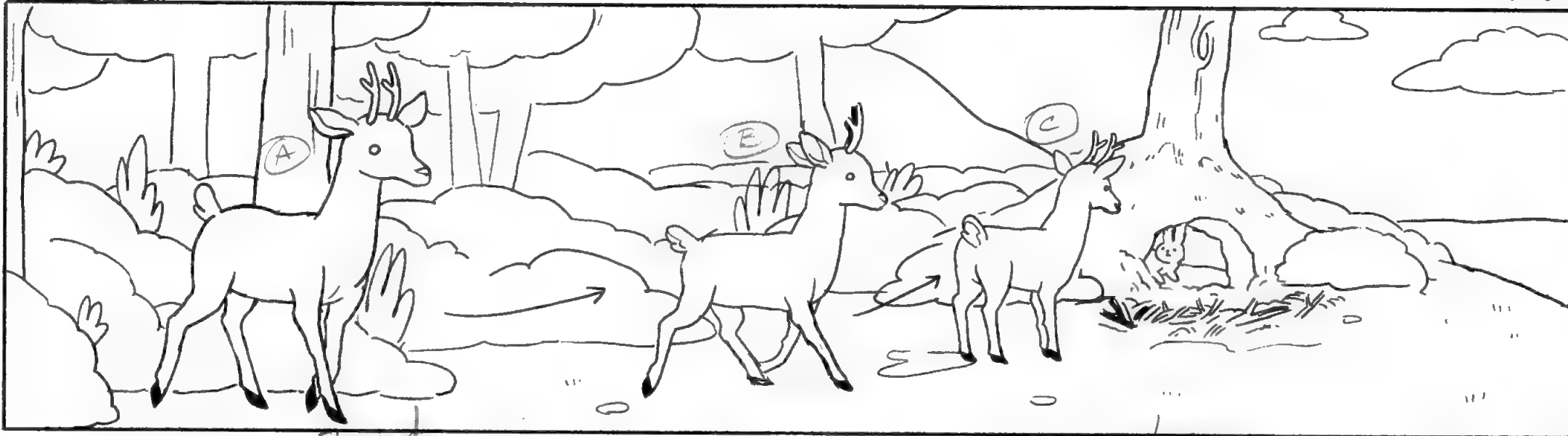
Sc. 110

Pnl. A

Bg.

day night

day night



Dialog:

Action:

- PAN W/ DEER.

— DEER SLOWLY WALKS TO WARREN, ALL IS QUIET, NO SOUNDS EXCEPT QUIET NATURE NOISES
LIKE A NATURE DOCUMENTARY RIGHT BEFORE STUFF GOES DOWN.

© 2014

Timing:

Hu
and

1025-177

EPISODE #

1025/177

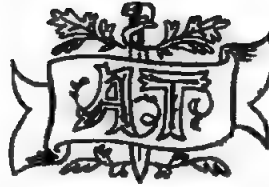
Production :

1025/177

1025/177

1st
Cut

ADVENTURE TIME

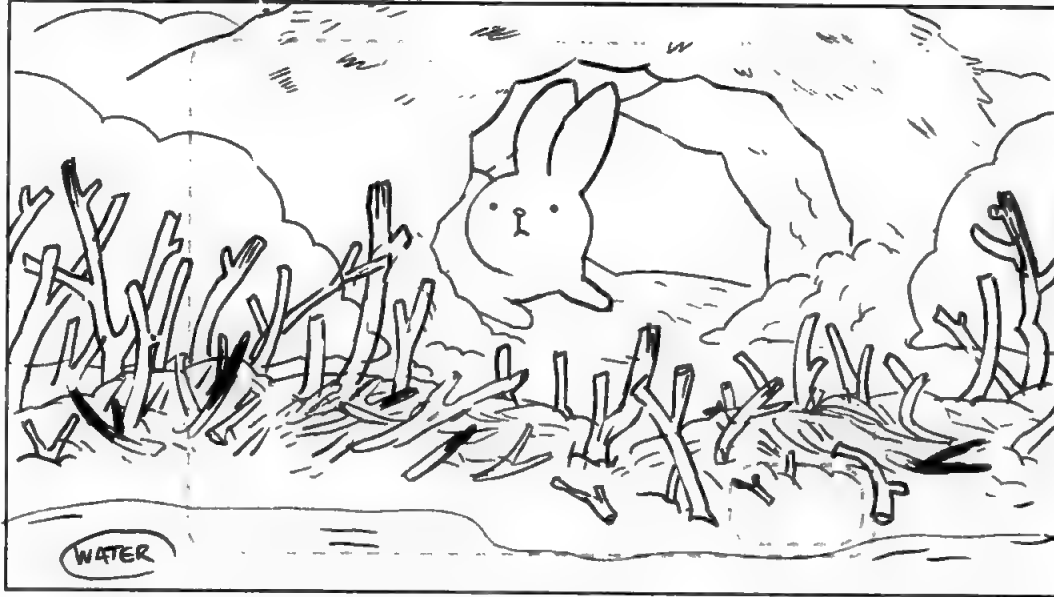


NO SC
112

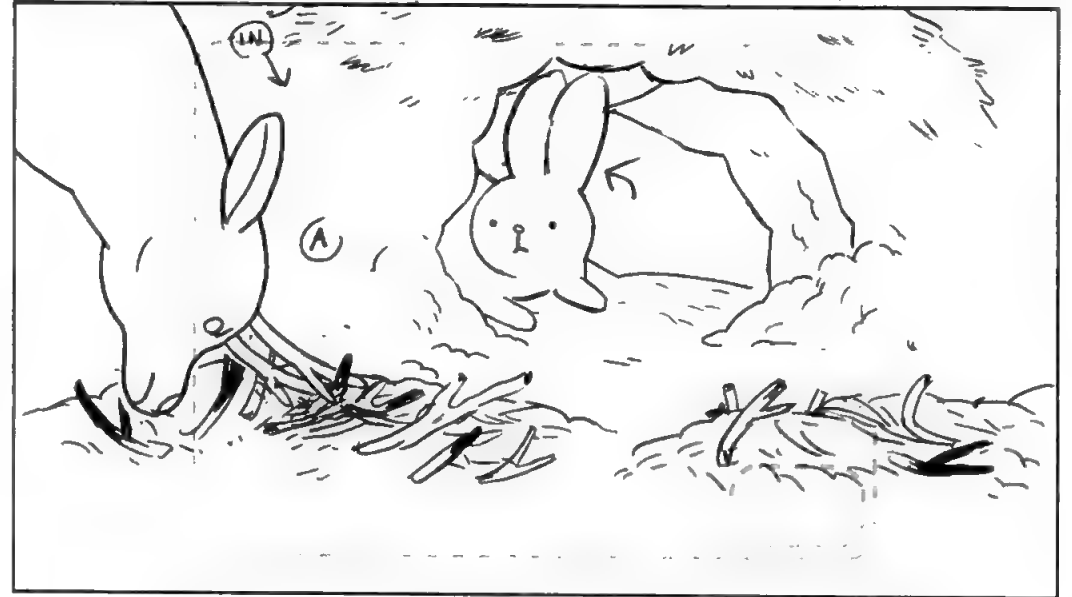
Page 184

Hu
Cut

Sc. 111 Pnl. A Bg. day night



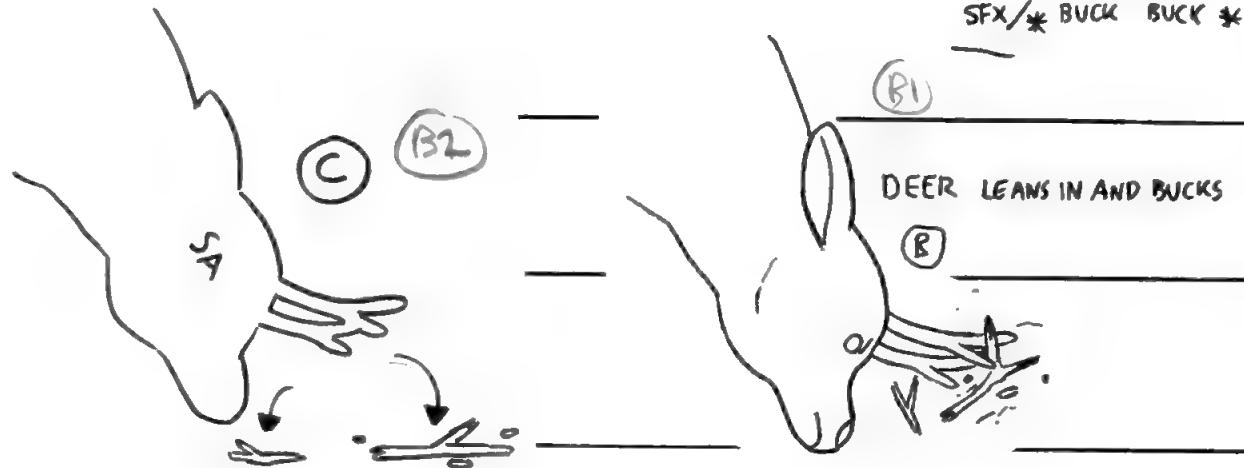
Sc. 111 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:



DEER LEANS IN AND BUCKS STICKS

MAR 20 2014

EPISODE # 1025-177

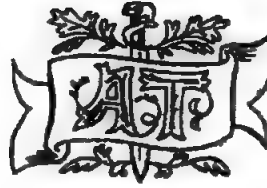
Production :

1025/177

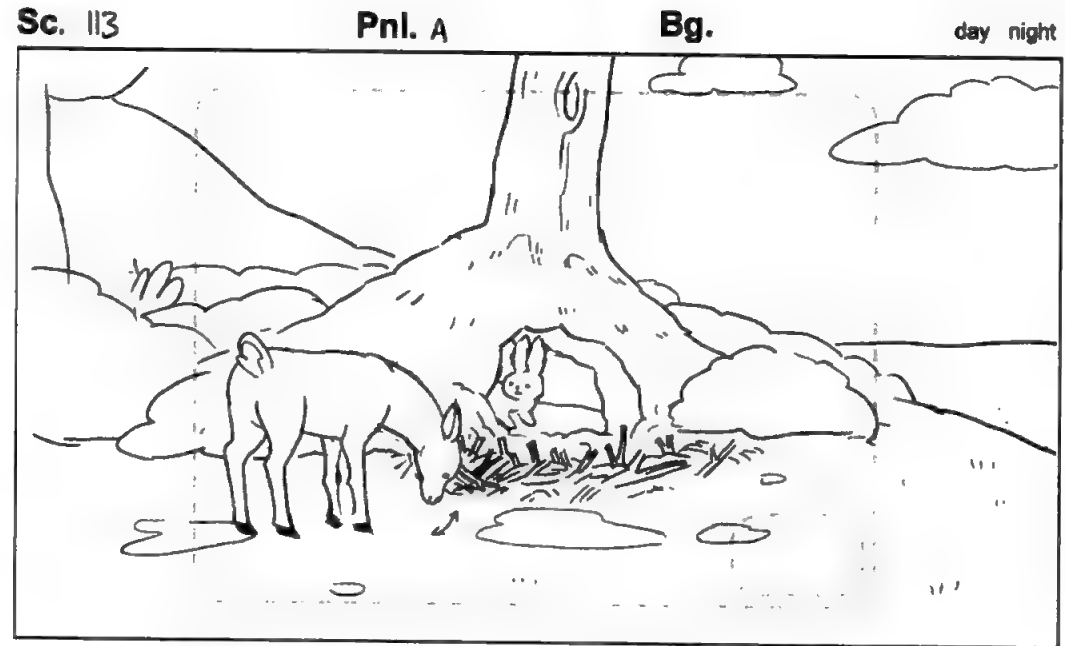
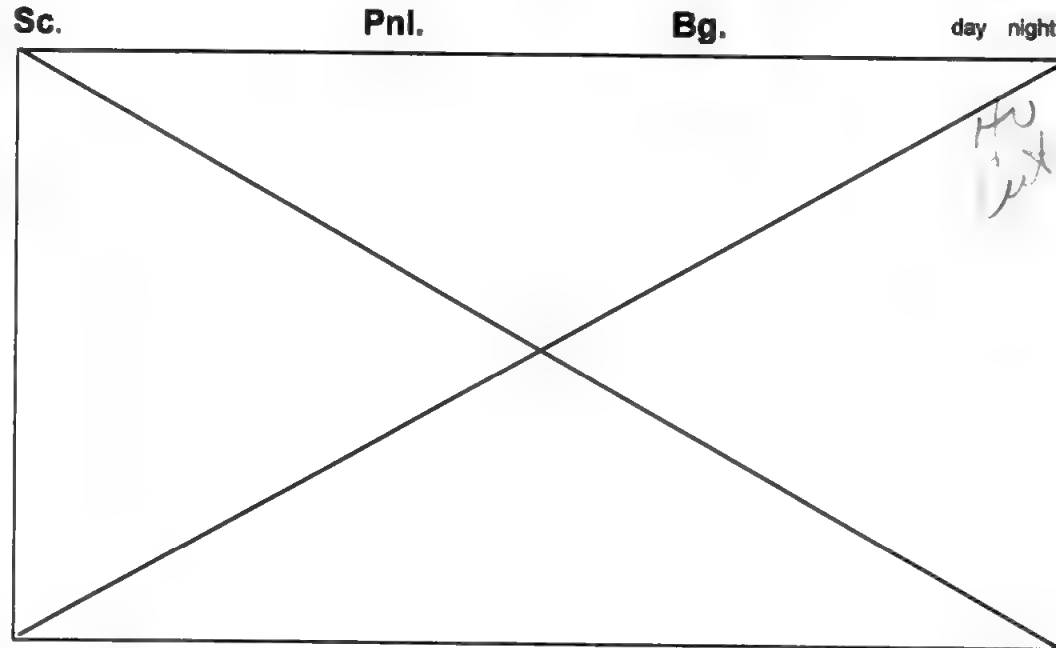
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ADVENTURE TIME



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Dialog:	
Action:	SFX/ BUCK BUCK
Timing:	MAR 20 2014

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EPISODE #

Production :

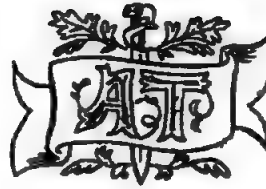
1025/177

1025/177

1025/177

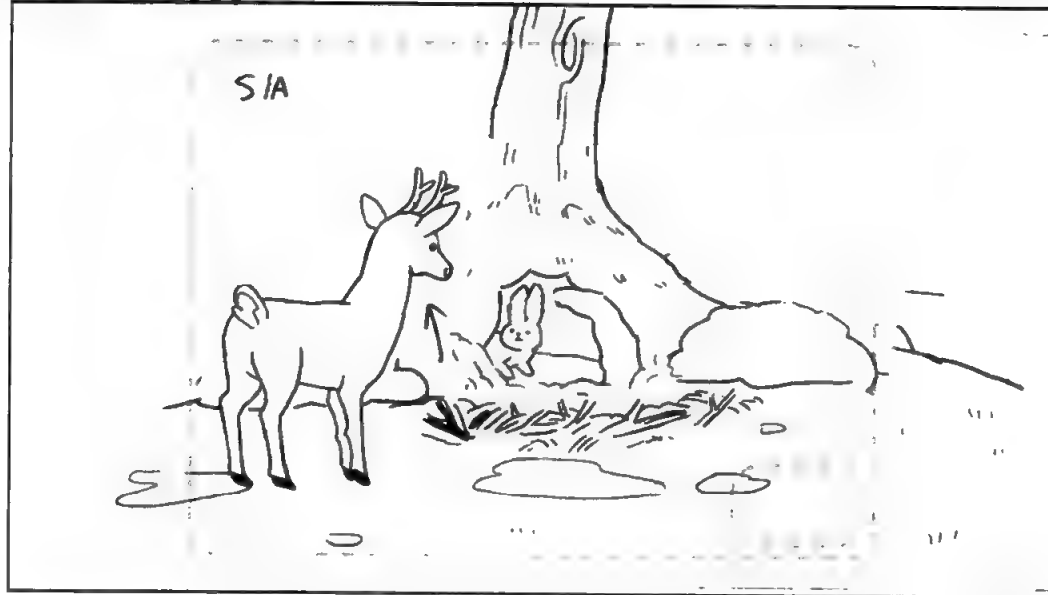
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ADVENTURE TIME

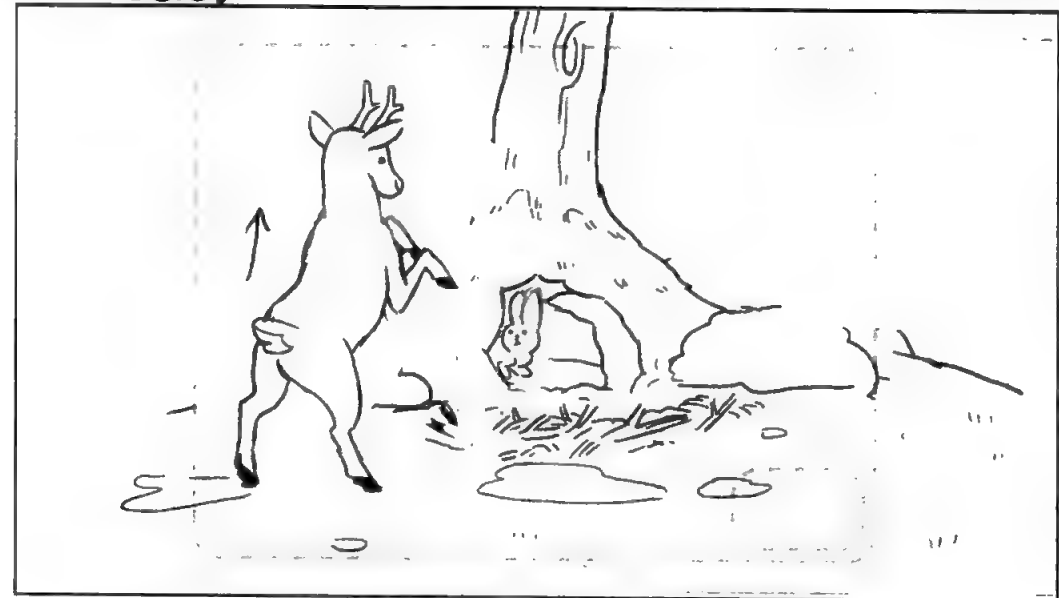


Page 186

Sc. 113 *CONT* Pnl. 8 Bg. day night



Sc. 113 *CONT* Pnl. c Bg. day night



Dialog:

Action:

- DEER RAISES HEAD.

- DEER REARS BACK

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Timing:

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EPISODE #

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Production :

1025/177

ADVENTURE TIME



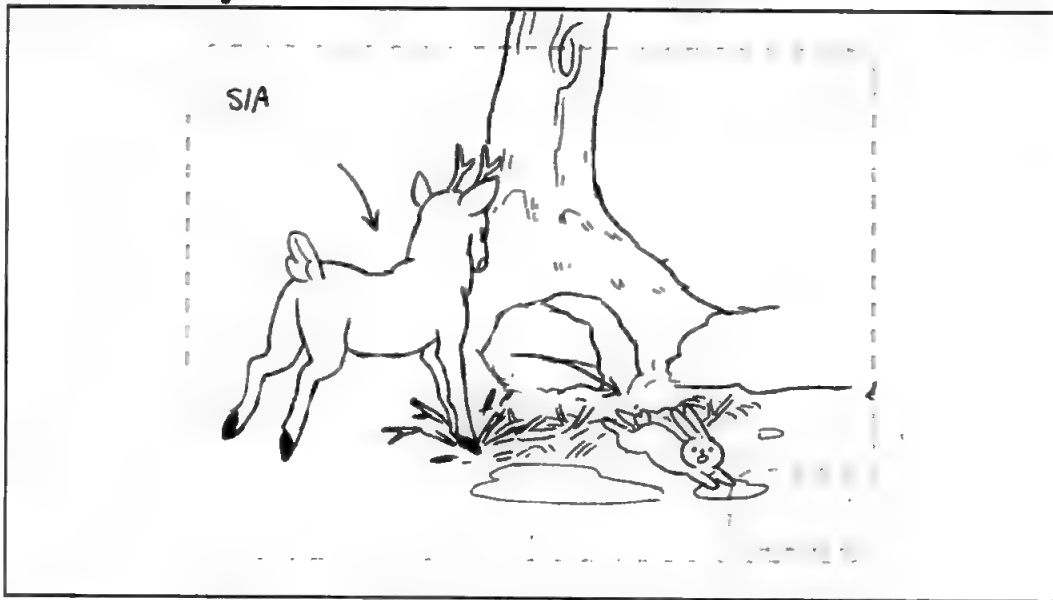
Page 187

Sc. 113 *cont*

Pnl. D

Bg.

day night

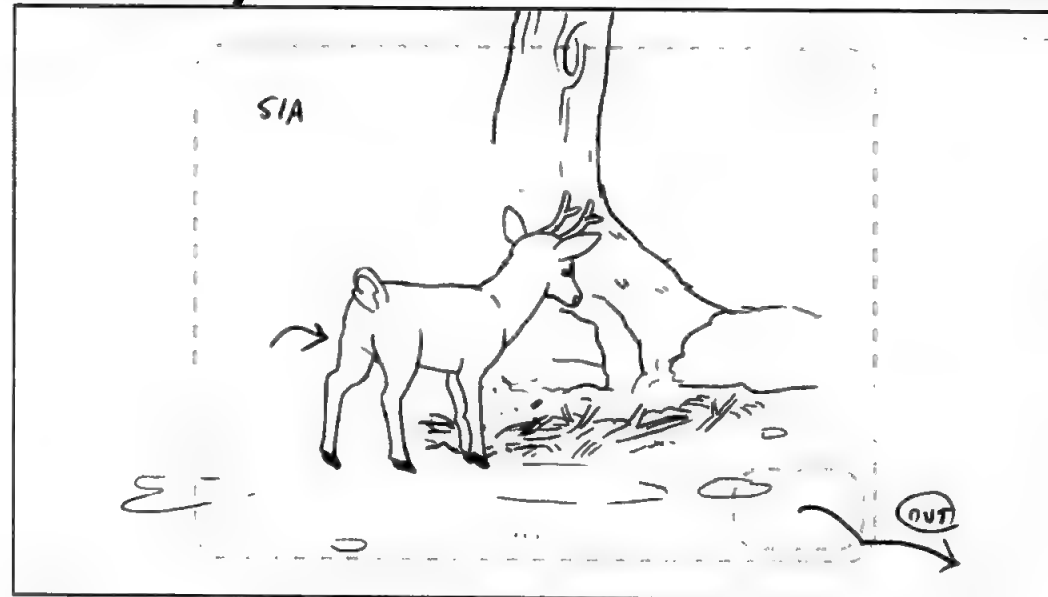


Sc. 113 *cont*

Pnl. E

Bg.

day night



Dialog:

SFX / CRASH!

Action:

-DEER SMASHES DOWN ON DAM
-BUNNY RUNS OUT OF WARREN

-BUNNY RUNS OFF IS

MAR 20 2014

Timing:

1025-177

EPISODE #

1025/177

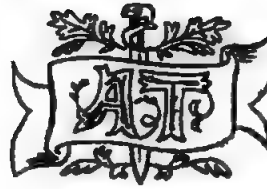
Production :

1025/177

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1025/177

ADVENTURE TIME



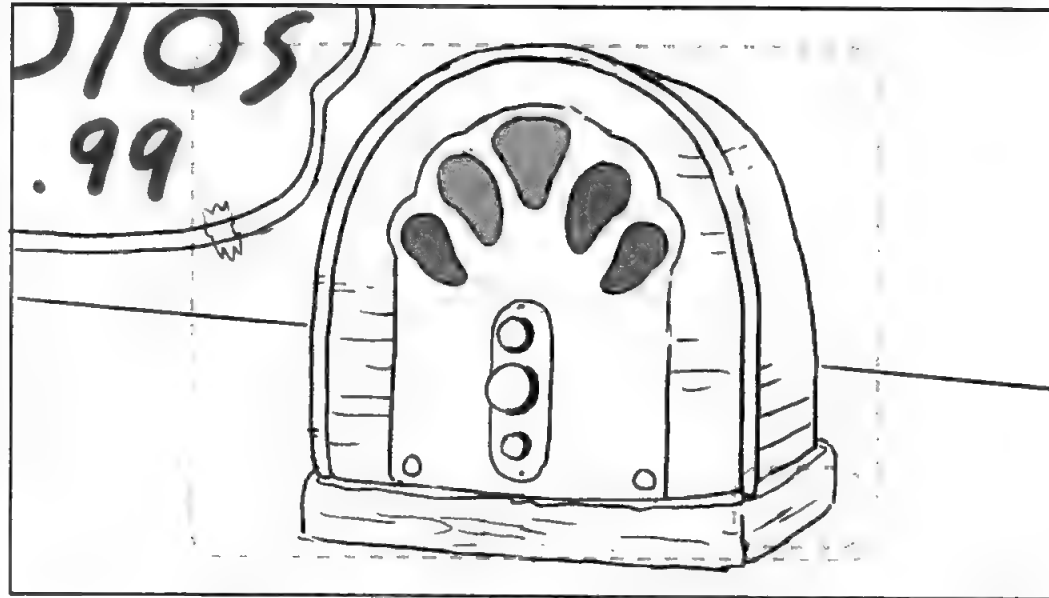
Page 188

Sc. 114

Pnl. A

Bg.

day night

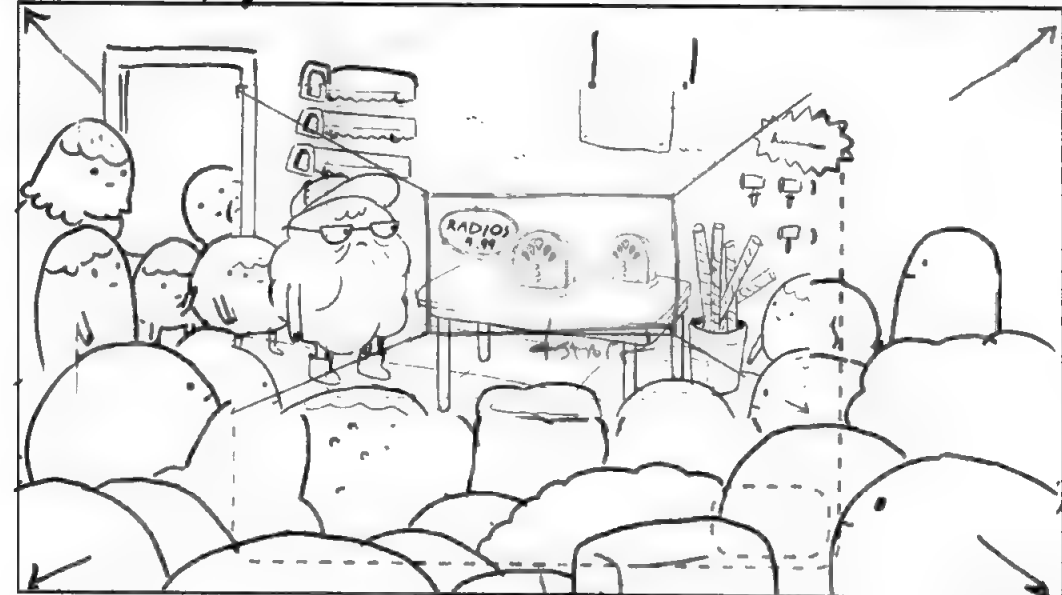


Sc. 114 *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ (O/S) AND WITH A SINGLE SMASH FROM THE DEER'S POWERFUL
FRONT HOOVES, THE BUNNY'S HOME IS UNDER ATTACK...

+ truck out

J/ (O/S) MR BUNNY HAS HOPPED TO SAFETY AND CAN ONLY WATCH...

Action:

- OLD TIME RADIO ON COUNTER

- TRUCK OUT

MAR 20 2014

Timing:

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EPISODE #

1025/177

Production :

1025/177

1025/177

*HV
cut*

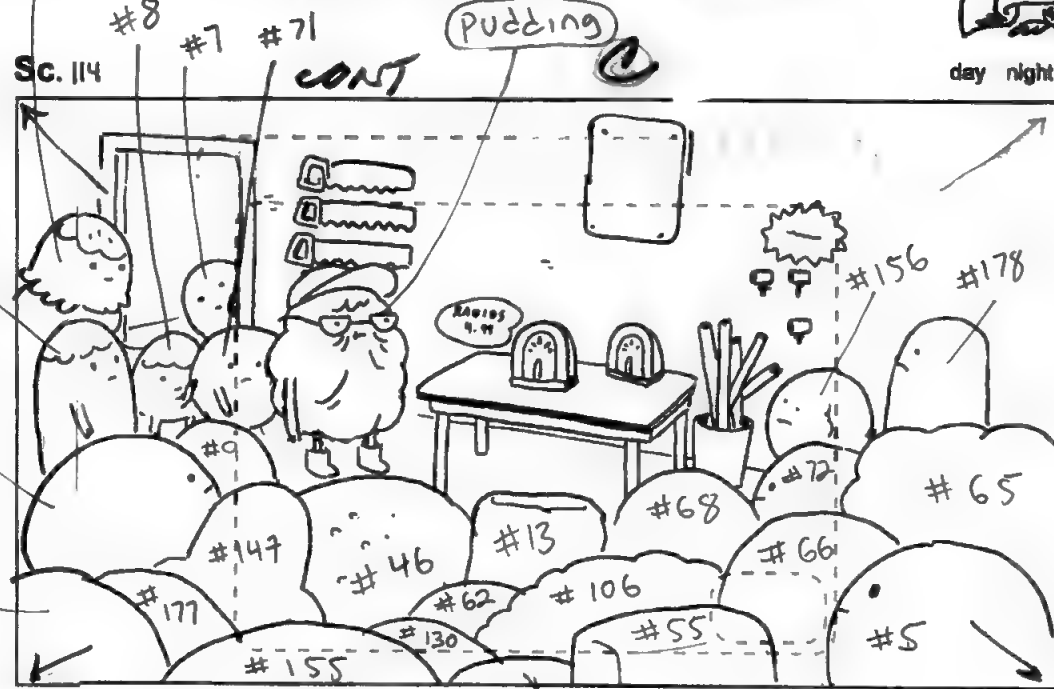
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ADVENTURE TIME



Cut

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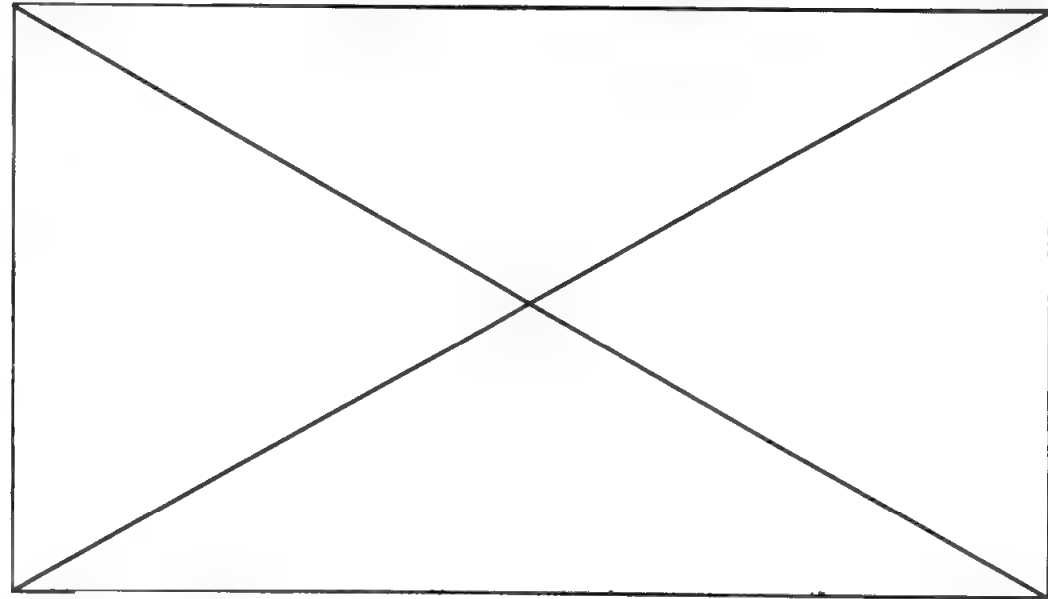
day night

Sc.

Pnl.

Bg.

day night



Dialog:

#69
J / (o/s) ... AS THE DEER CONTINUES ITS RELENTLESS
RAMPAGE ON THE ONLY HOME HE KNOWS.
SFX / CRASH! CRASH! SPLINTER!

Action:

- TRUCK OUT WIDER TO
REVEAL PUDDING'S HARDWARE.

MAR 20 2014

Timing:

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Production :

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ADVENTURE TIME



NO SC
116

Page 190
NO PG 191
 day night

Sc. **NS** Pnl. **A** Bg.

day **night**

(#110 - w/skirt)

#53

©

#101

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EPISODE 4

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~~1025/177~~

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PAN

#181

219

#131

(#41)

#220

A

④

(#53)

#12

#40

#180

80

(#107 w/ SHIRT)

52

79

#8

Dialog:

J/(O/S) A COUPLE OF MORE MIGHTY SMASHES, AND THE DAM... THE DAM HAS BEEN BREACHED! WATER IS NOW FLOODING IN...

THE DEER CONTINUES ITS ATTACK ...

SFX/ (DESTRUCTION)

Action:

- PAN ACROSS WORRIED-LOOKING CANDY PEOPLE

Timing:

(AI)

UP

RI

②

Cut

ADVENTURE TIME



Page 192

Sc. 117

Pnl.

A

Bg.

day night

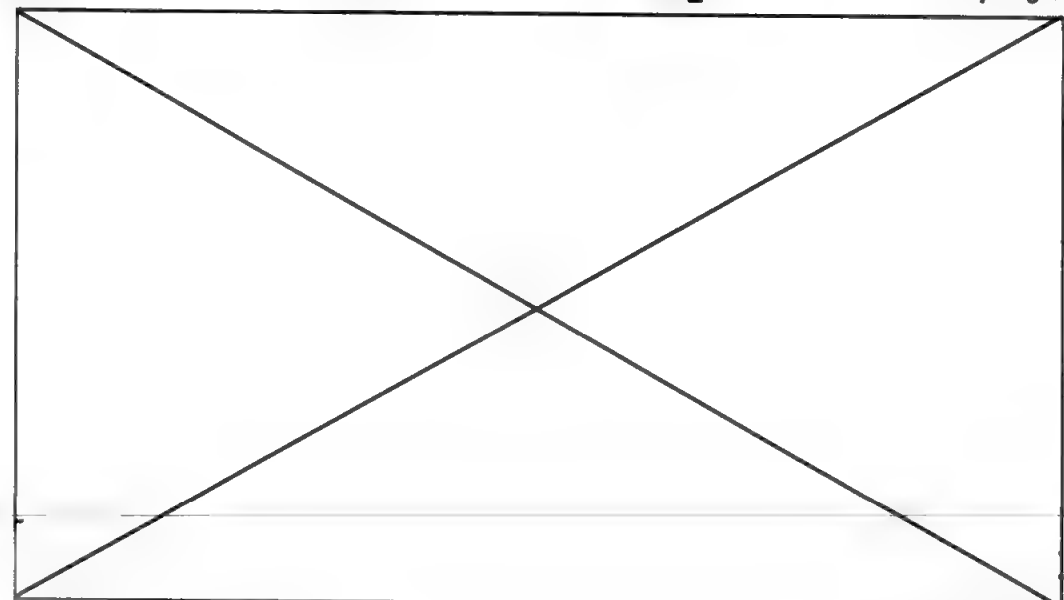
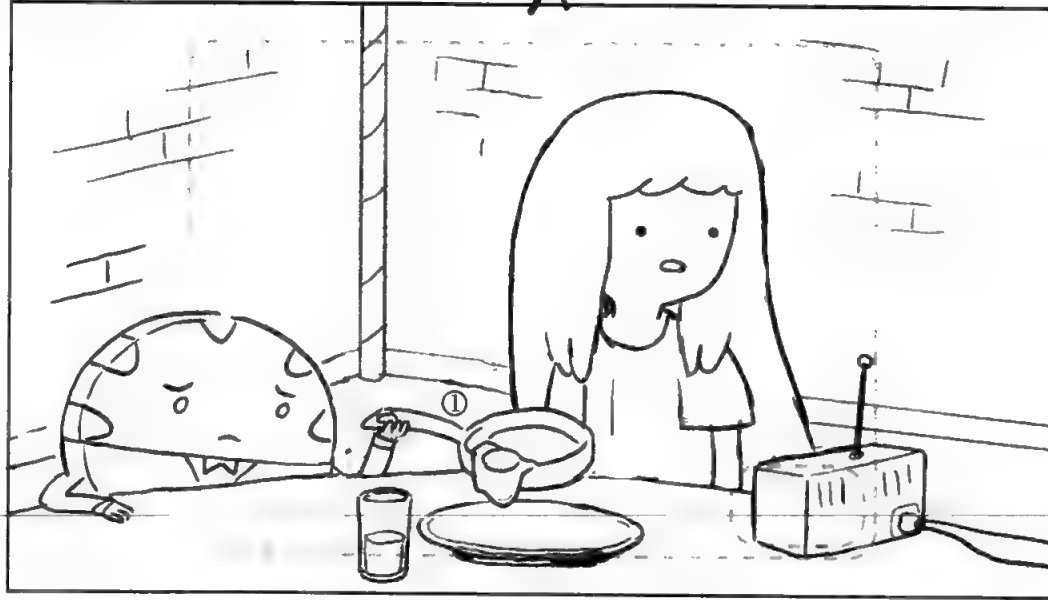
Sc.

Cut

Pnl.

Bg.

day night

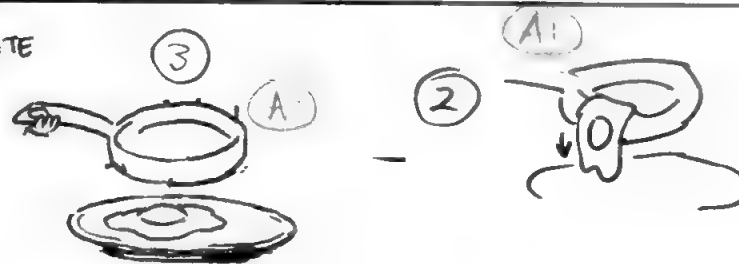


Dialog:

J (o.s.)/ This deer's misplaced rage, combined with its size and weight, is more than enough to bring down the weakened walls.

Action:

- EGG PLOPS ON PLATE



Timing:

MAR 20 2014

1025-177

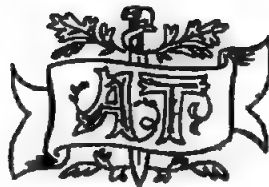
EPISODE #

1025/177

Production :

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ADVENTURE TIME



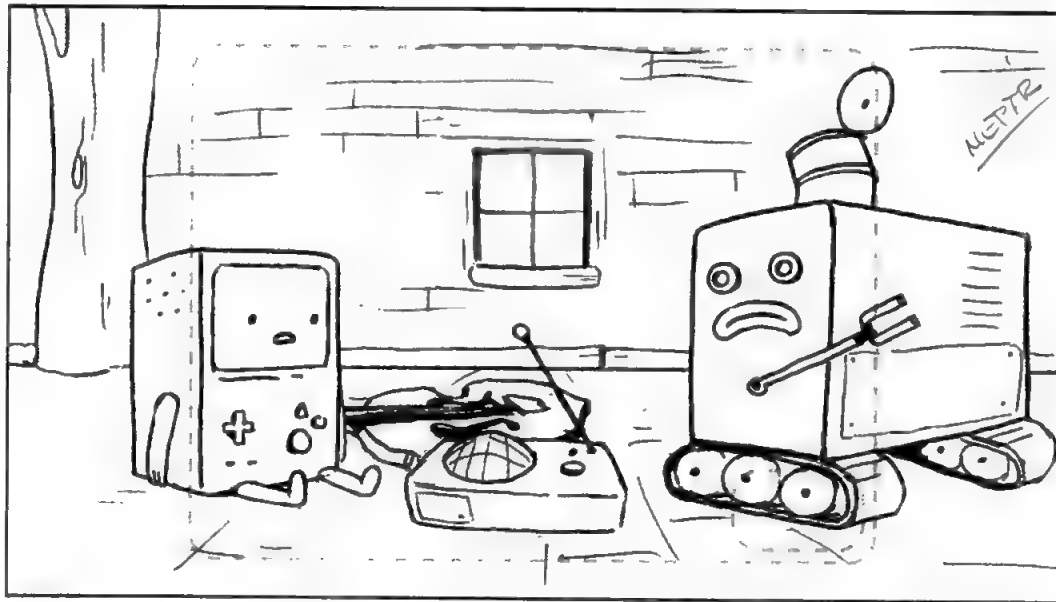
Page 143

Sc. 118

Pnl. A

Bg.

day night

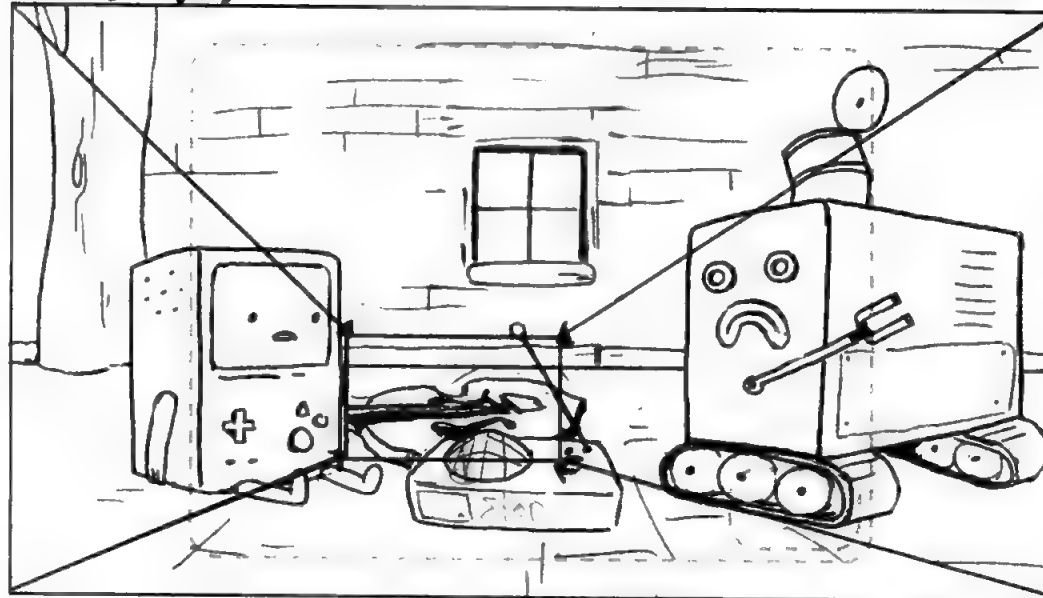


Sc. 118 *cont*

Pnl. B

Bg.

day night



Dialog:

J/ (o/s) WHICH ARE NOW STARTING TO GIVE... AIDED BY THE UNFORGIVING WEIGHT FROM THE TREE ABOVE...

Action:

- ZOOM IN ON VIOLA
MAR 20 2014

Timing:

1025-177

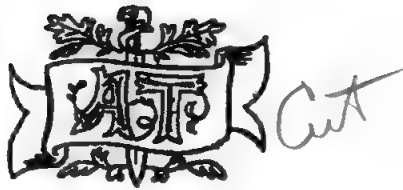
EPISODE #

Production :

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1025/177

ADVENTURE TIME



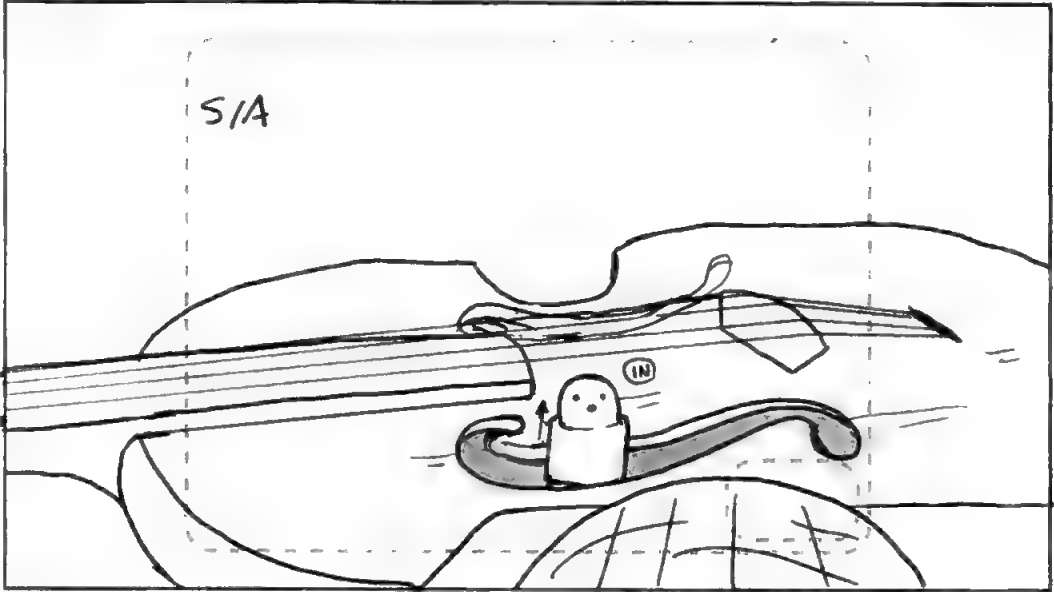
Page 104

Sc. 118 CONT

Pnl. C

Bg.

day night

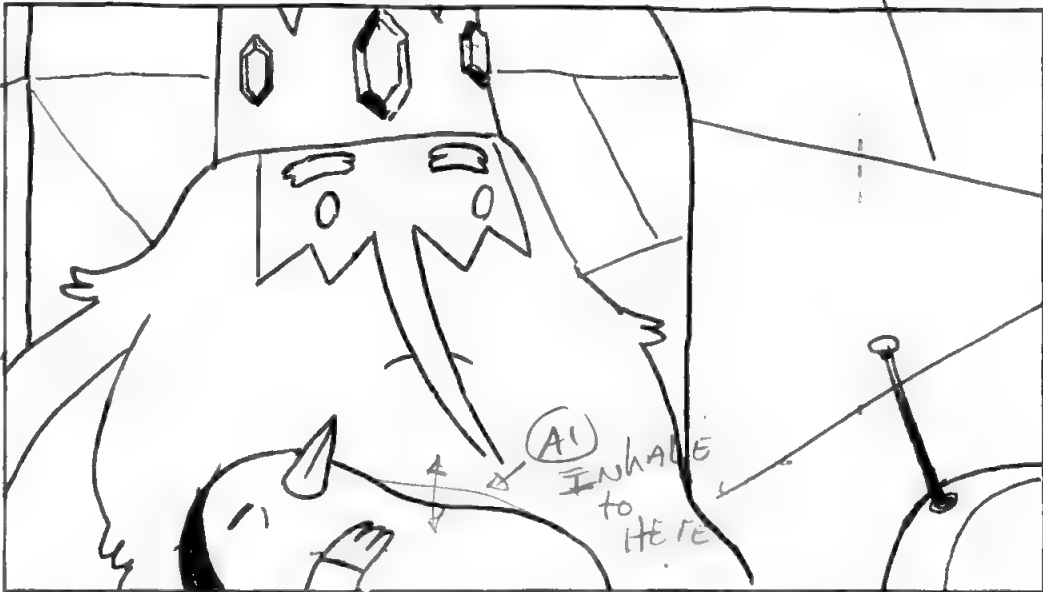


Sc. 119

Pnl. A

Bg.

day night



Dialog:

J/CO(S) EVEN MR DEER, IN HIS BLIND FURY, SEEMS TO SENSE
WHAT'S ABOUT TO HAPPEN AS HE STEPS TO ONE SIDE...

SFX/ TREE STARTING TO FALL

Action:

- SHELBY POPS OUT OF VIOLA



Timing:



(AI) MAR 20 2014

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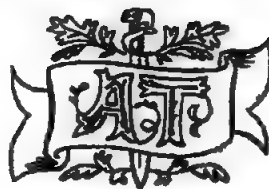
Production :

1025/177

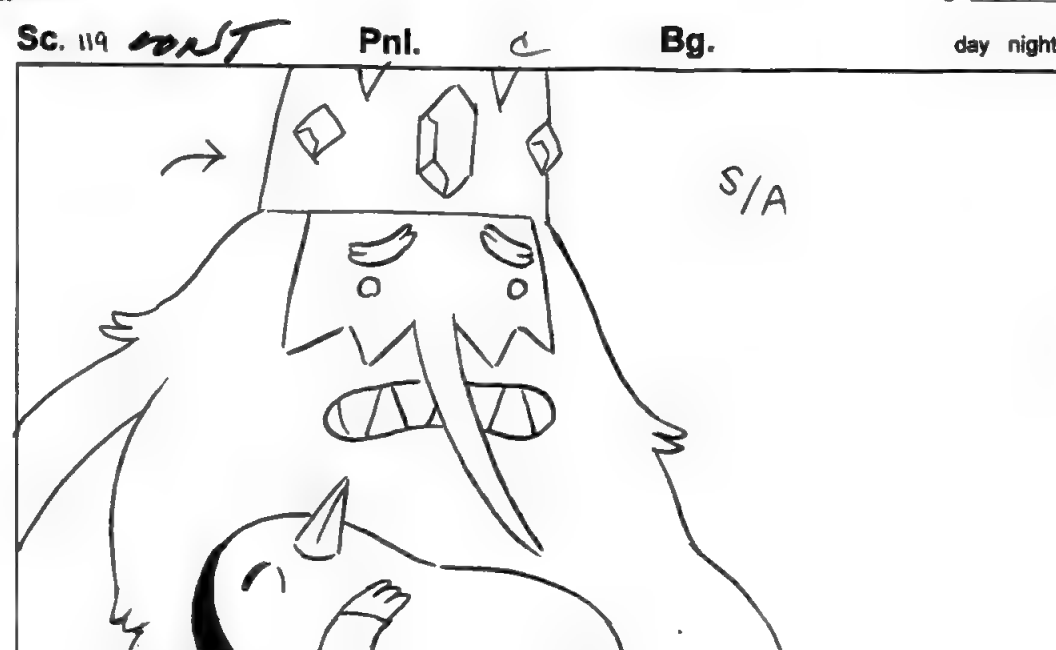
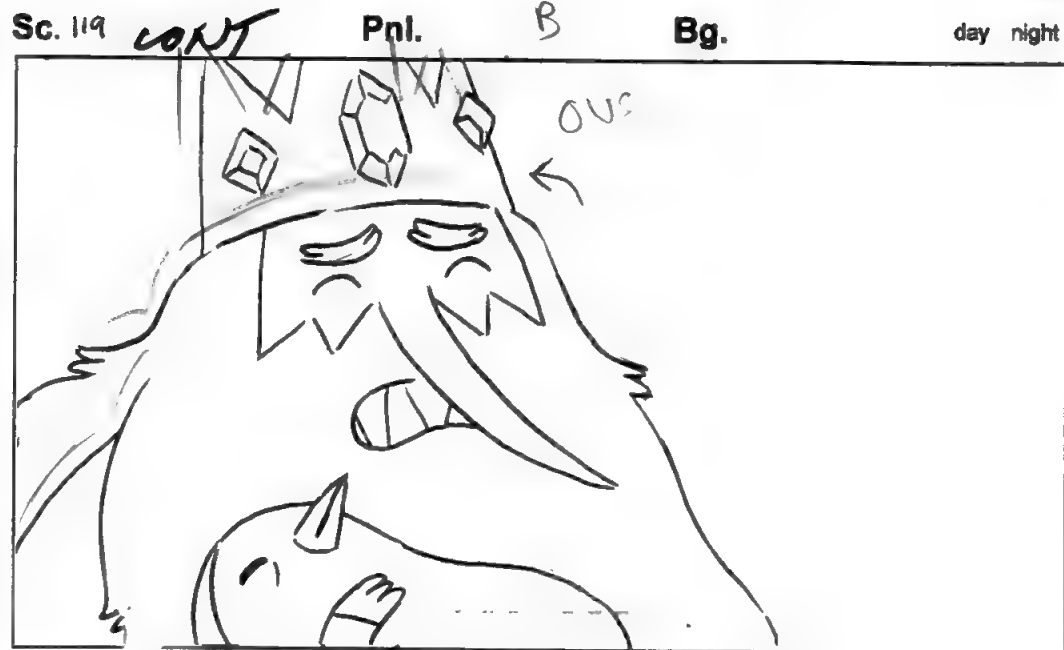
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ADVENTURE TIME



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Dialog:

SFX/ (TREE FALLING) CRASH!

(SILENCE)

Action:

- 1K WINCES

MAR 20 2014

Timing:

1025-177

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Production :

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ADVENTURE TIME



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Sc. 119 *cont*

Pnl.

D

Bg.

day night

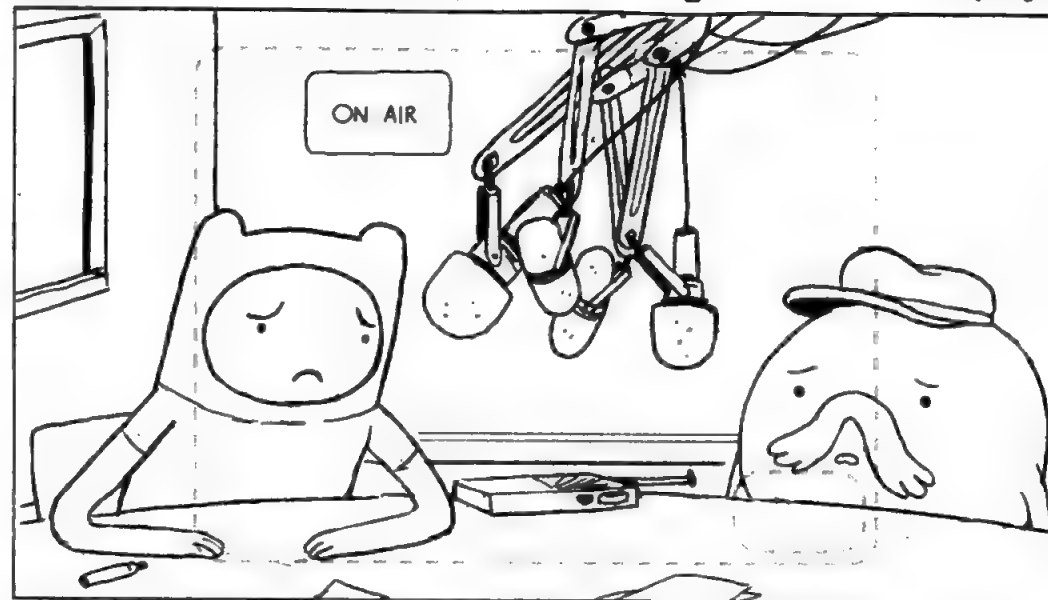


Sc. 120

Pnl. A

Bg.

day night



Dialog:

J/ (O/S) IT'S OVER...

J/ (O/S) THE WARREN HAS BEEN DESTROYED ...

Action:

Timing:

MAR 20 2014

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EPISODE #

Production :

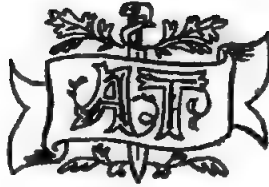
1025/177

1025/177

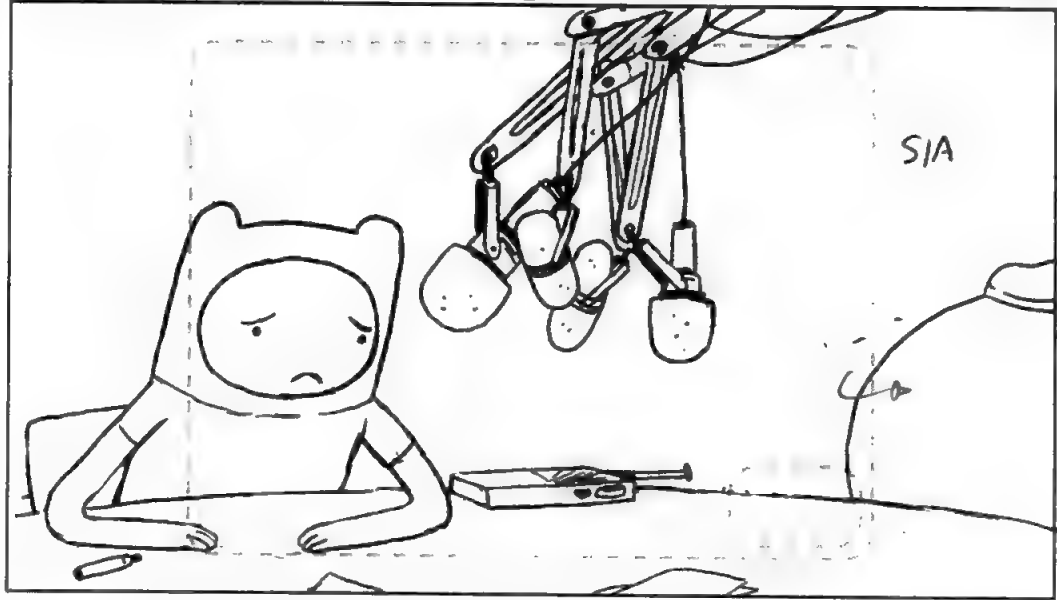
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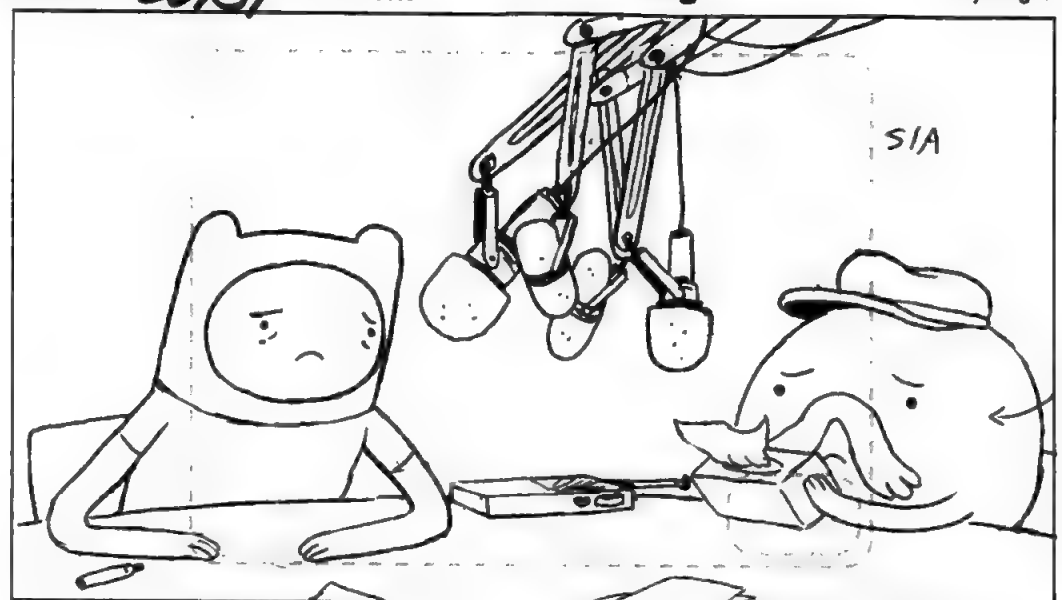
ADVENTURE TIME



Sc. 120 *CONT* Pnl. - *B* Bg. day night



Sc. 120 *CONT* Pnl. *C* Bg. day night



Dialog:	
Action:	- STARCHY TURNS AWAY. - S. TURNS BACK W/ BOX OF TISSUES.
Timing:	- FINN TAKES TISSUE (C1)



ADVENTURE TIME



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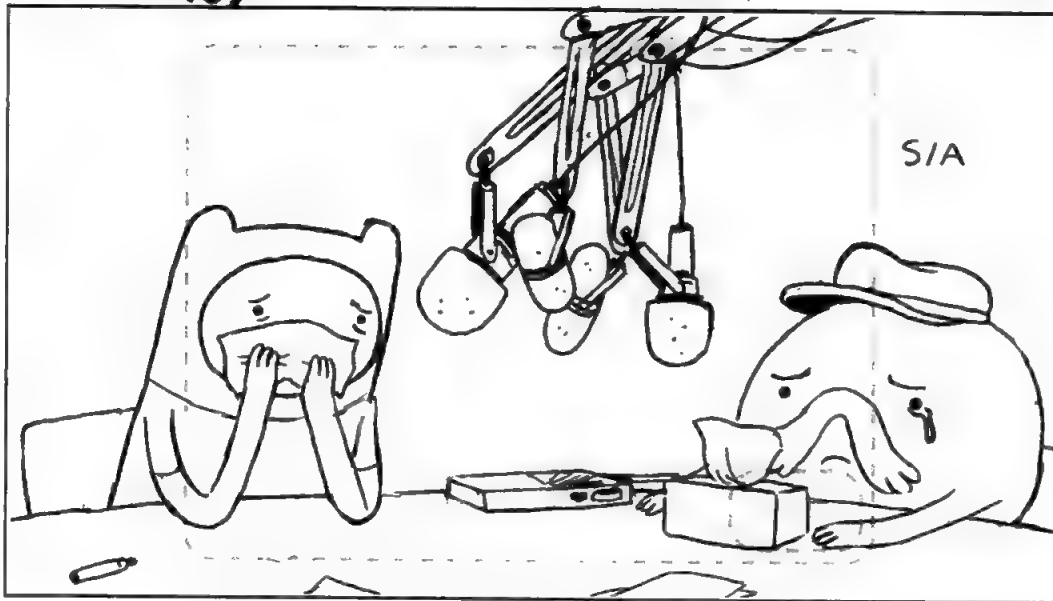
Sc. 120 *CONT*

Pnl.

D

Bg.

day night



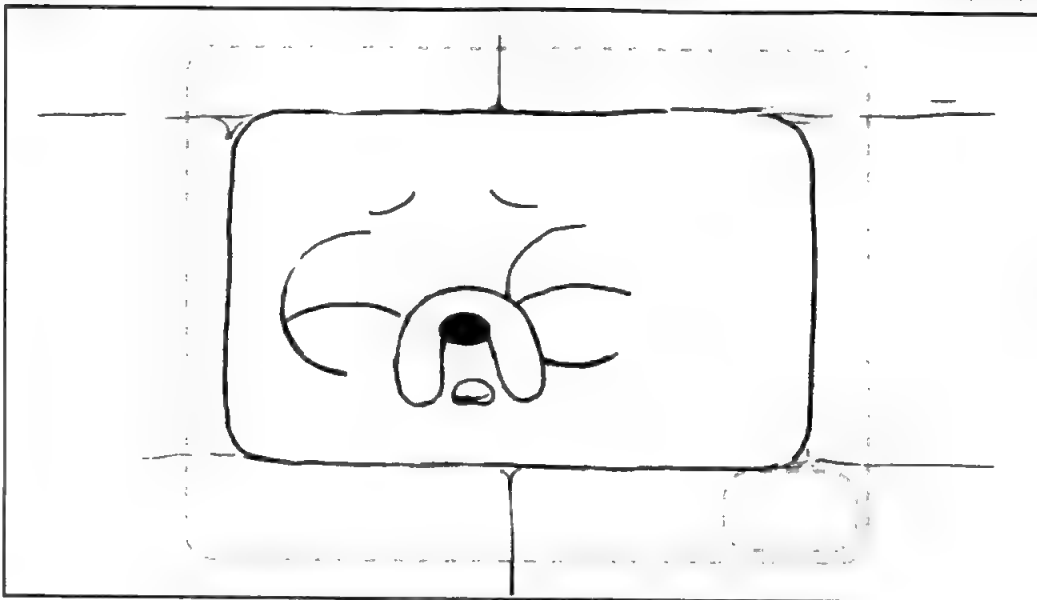
Sc. 121

Pnl.

A

Bg.

day night



Dialog:

J / (O/S) AN INJUSTICE OF ASTRONOMICAL LEVELS

J / ... WORDS FAIL ME.

Action:

- F. RAISES TISSUE TO NOSE

MAR 20 2014

Timing:

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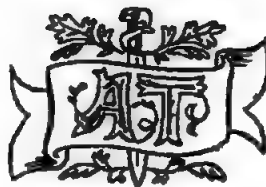
EPISODE #

Production :

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ADVENTURE TIME



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Sc. 121 *CONT*

Pnl. *B*

Bg.

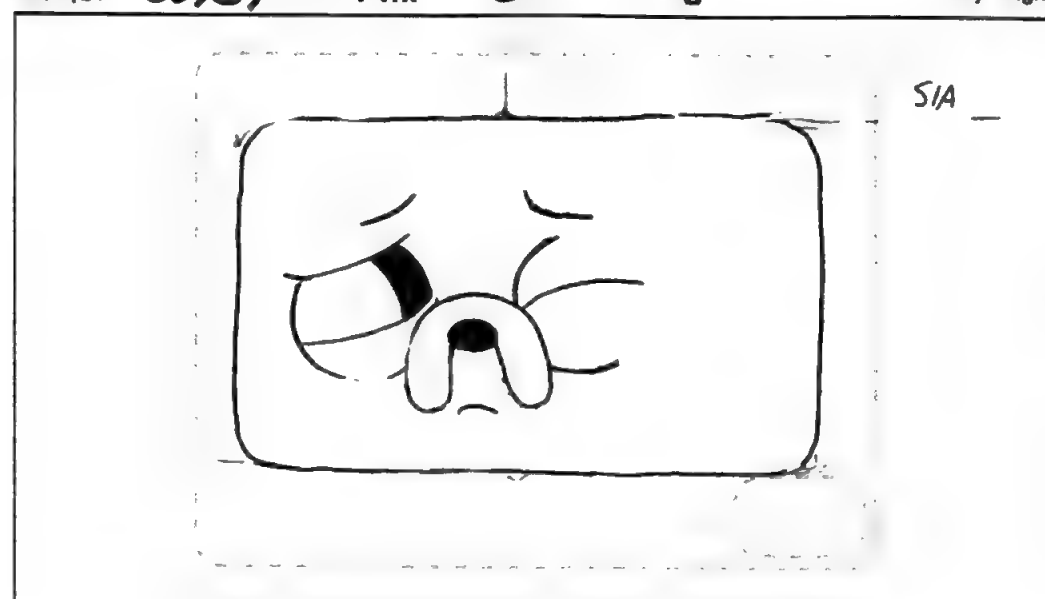
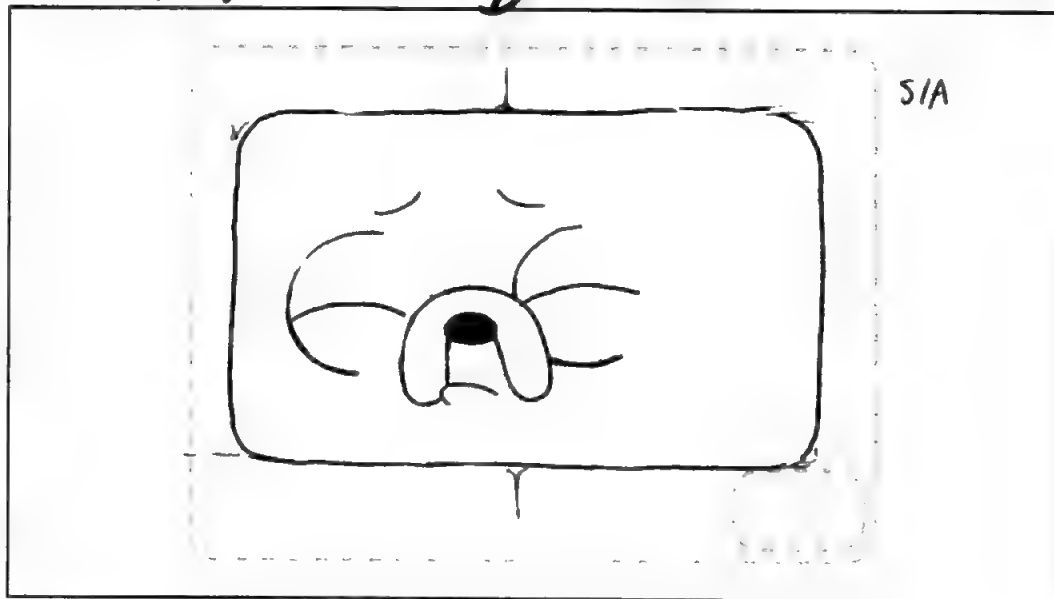
day night

Sc. 121 *CONT*

Pnl. *C*

Bg.

day night



Dialog:
Action:
Timing:

MAR 20 2014

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EPISODE #

Production :

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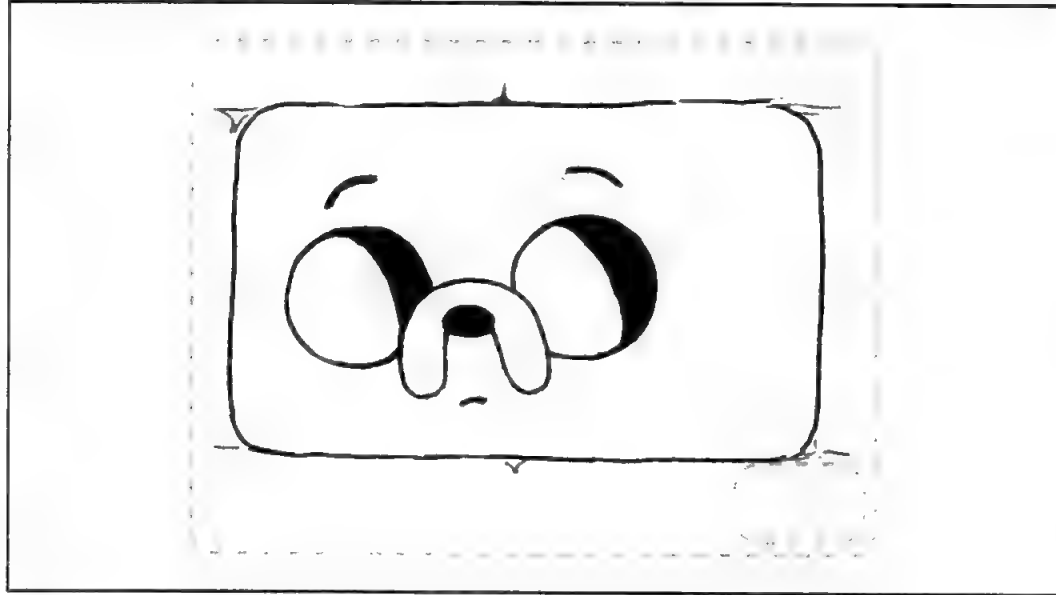
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ADVENTURE TIME



Sc. 121 *CONT* Pnl. *D* Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:	
Action:	<div>- J OPENS BOTH EYES.</div> <div>- FALLEN TREE.</div>
Timing:	

MAR 20 2014

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EPISODE #

Production :

ADVENTURE TIME



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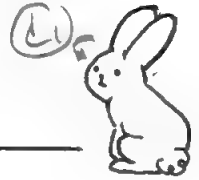
Sc. 122 *CONT* Pnl. *B* Bg. day night



Dialog:

Action: MAR 20 2014
 BUNNY HOPS ON'S STOPS AT TREE & LOOKS AROUND

Timing:



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Production :

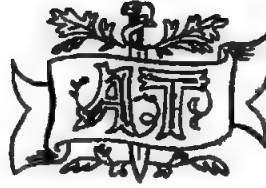
1025/177

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ADVENTURE TIME



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Sc. 122 *CONT* Pnl. *D* Bg. day night



Sc. 122 *CONT* Pnl. *E* Bg. day night



Dialog:

J/ (O/S) ACTUALLY HE DOESN'T SEEM THAT UPSET

Action:

- BUNNY CHECKS OUT HOLE IN TREE

- BUNNY CLIMBS IN HOLE,

MAR 20 2014

Timing:

Cut

1025-177

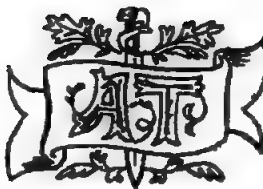
EPISODE #

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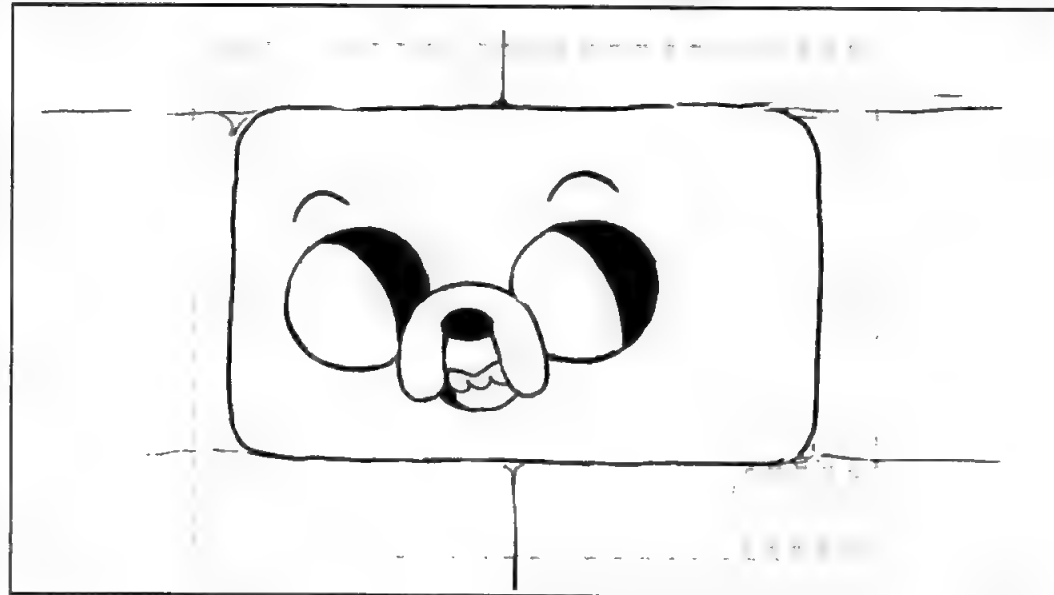
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Sc. 123

Pnl. A

Bg.

day night



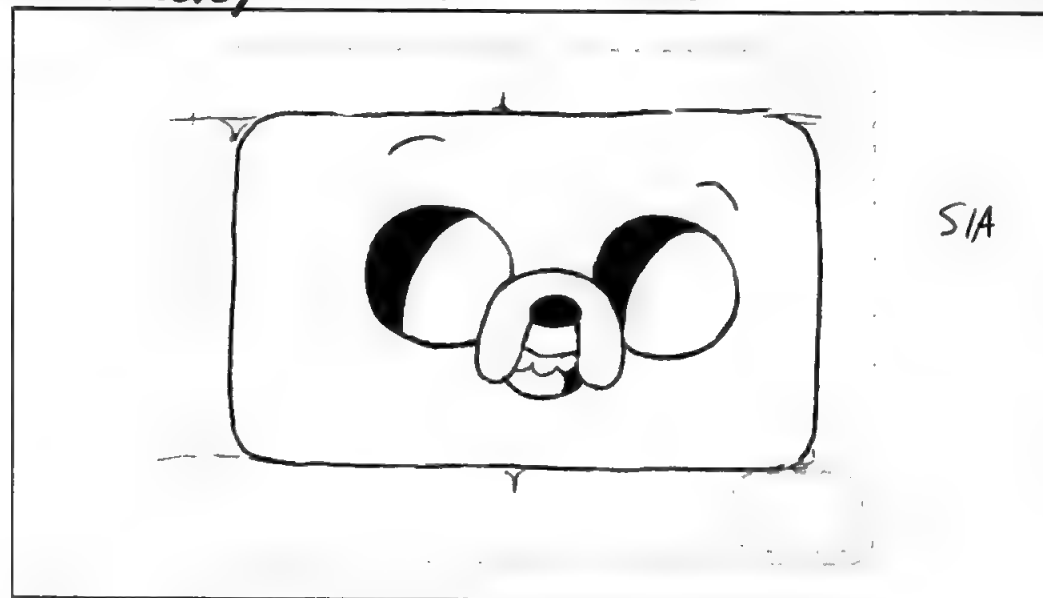
Sc. 123

cont

Pnl. B

Bg.

day night



SIA

Dialog:

J/ HE'S ON HIS FEET CHECKING OUT HIS NEW SURROUNDINGS --

J/ EVEN THE DEER IS IMPRESSED!

Action:

Timing:

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Production :

EPISODE #

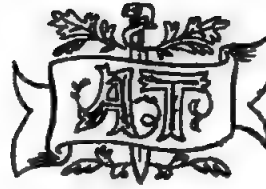
1025-177

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ADVENTURE TIME



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Sc. 124

Pnl. A

Bg.

day night



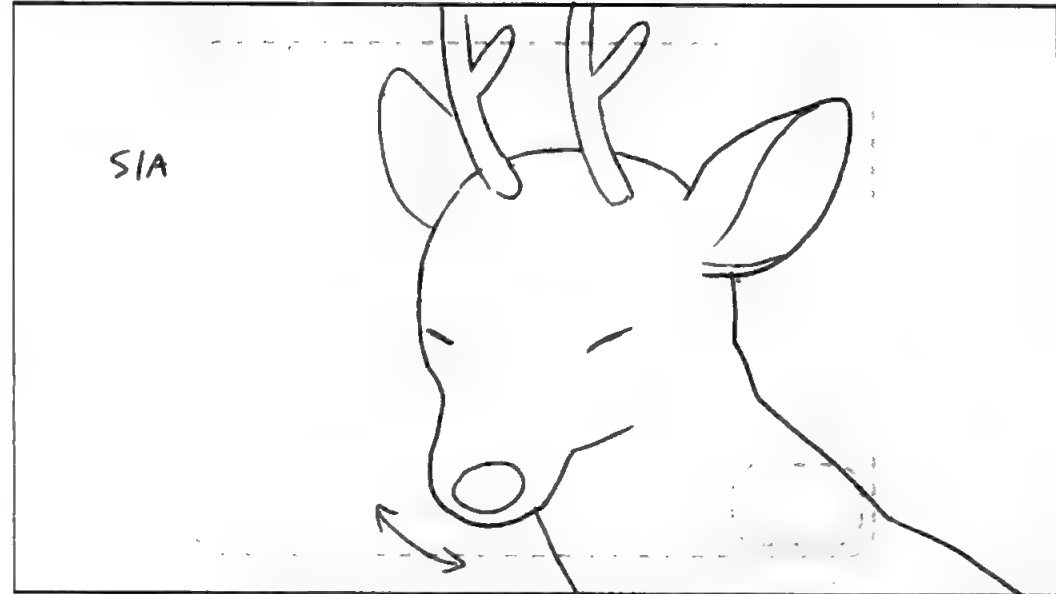
Sc. 124

cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- DEER DOES A DOUBLE TAKE (RAPID
(B)/(B1))



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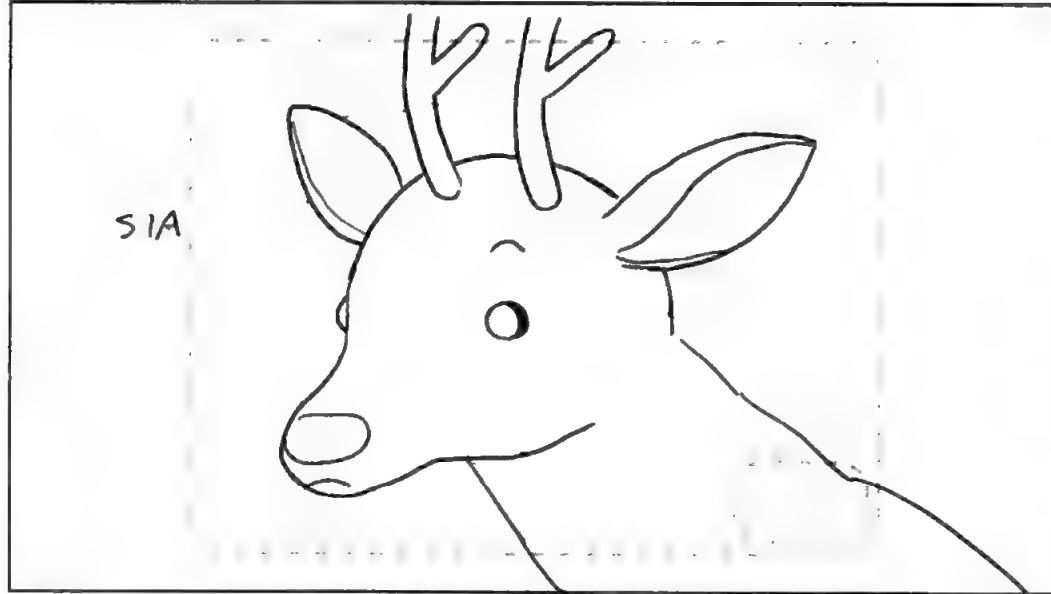


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Sc. 129 *CONT* Pnl. C

Bg.

day night

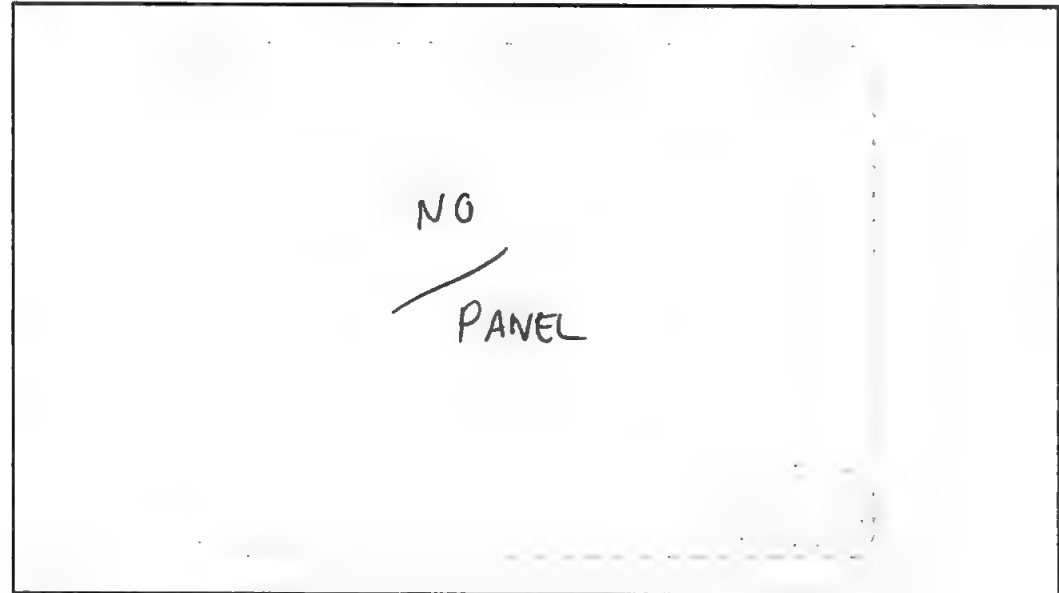


Sc.

Pnl.

Bg.

day night



Dialog:

JAK (VO) A

Action:

Timing:

MAR 20 2014

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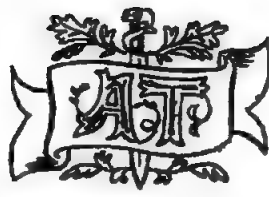
EPISODE #

Production :

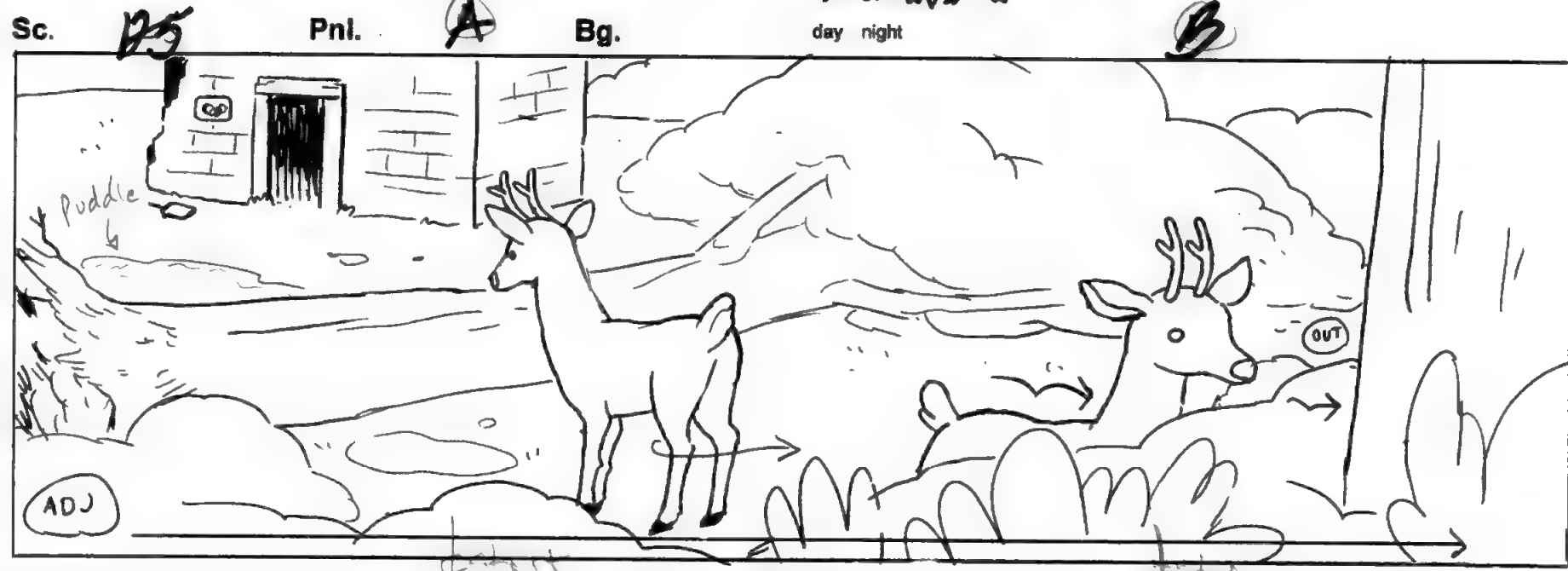
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ADVENTURE TIME



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Dialog: PERFORMS A

J/ AS IF CONFUSED BY THE EVENTS HE I A COMEDIC DOUBLE-TAKE ... AND RETREATS INTO THE FOREST!

Action: - DEER WALKS AWAY AND OFF/S.
- ADJ RIGHT W/ ACTION

Timing:

1025-177

EPISODE #

1025/177

Production :

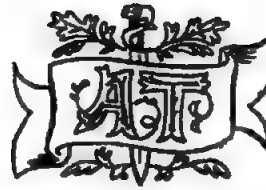
1025/177

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1025/177

Cut

ADVENTURE TIME



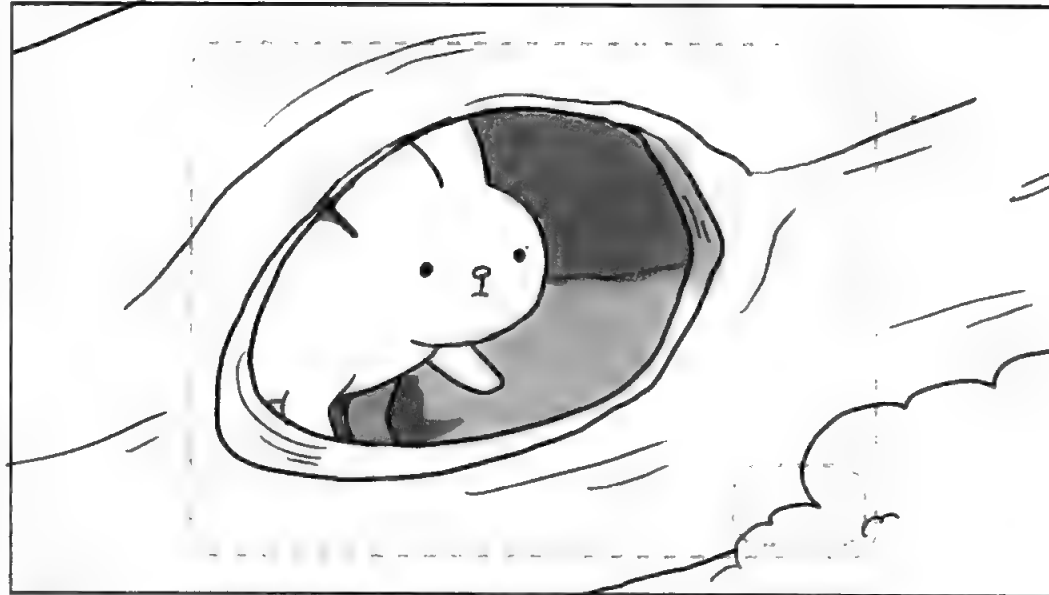
Page 207

Sc. 126

Pnl. A

Bg.

day night



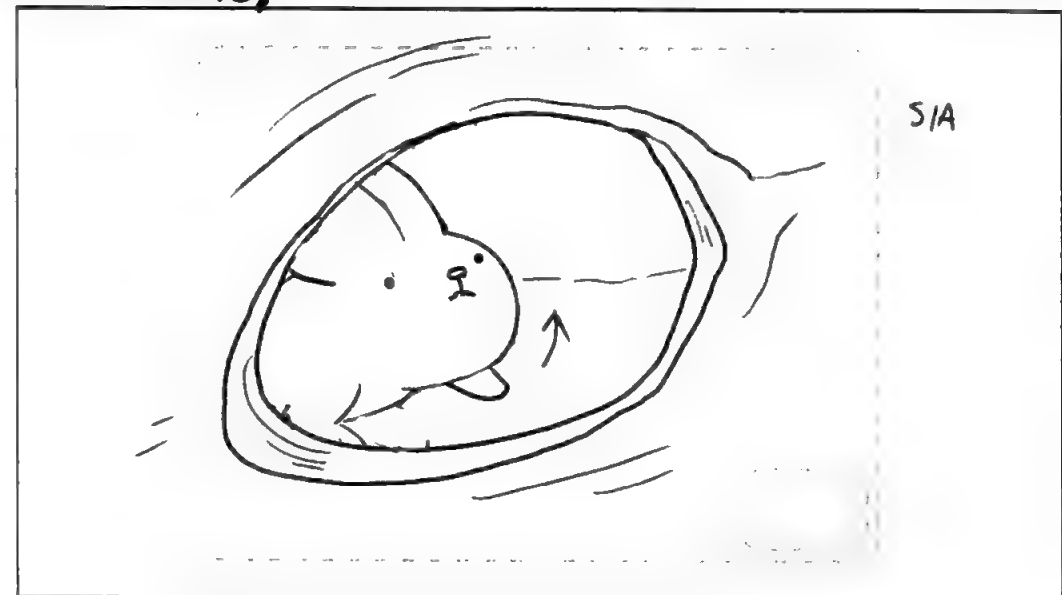
Sc. 126

cont

Pnl. B

Bg.

day night



S/A

Dialog:

J/ (ois) LADIES AND GENTLEMEN...

Action:

-BUNNY LOOKS UP.

MAR 20 2014

Timing:

1025-177

EPISODE #

1025/177

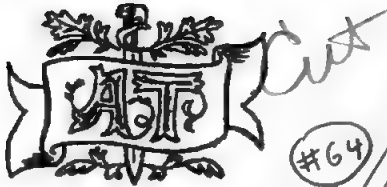
Production :

1025/177

1025/177

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ADVENTURE TIME

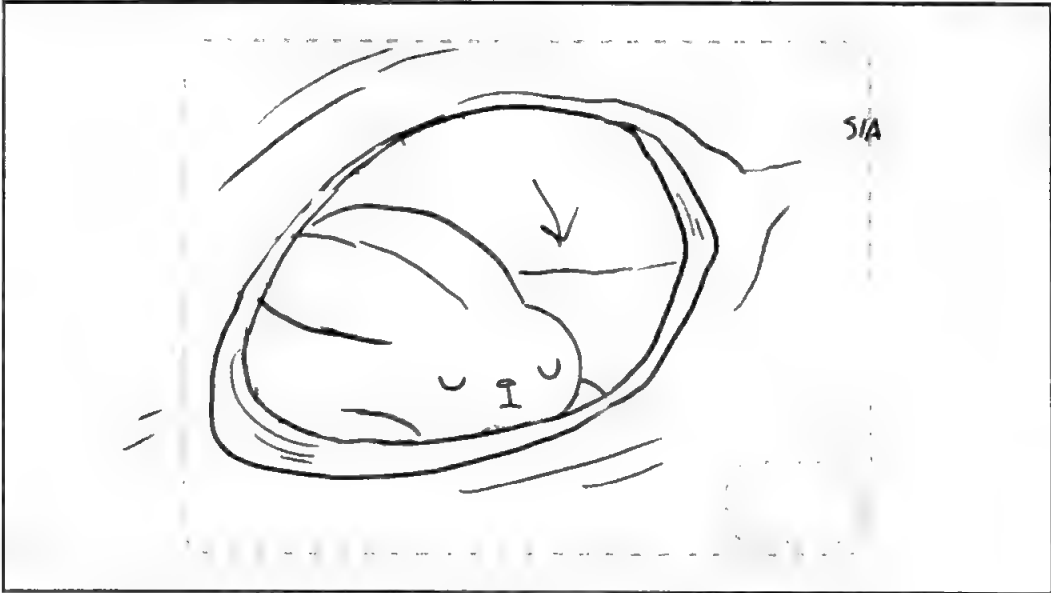


Sc. 126 *CONT*

Pnl. C

Bg.

day night

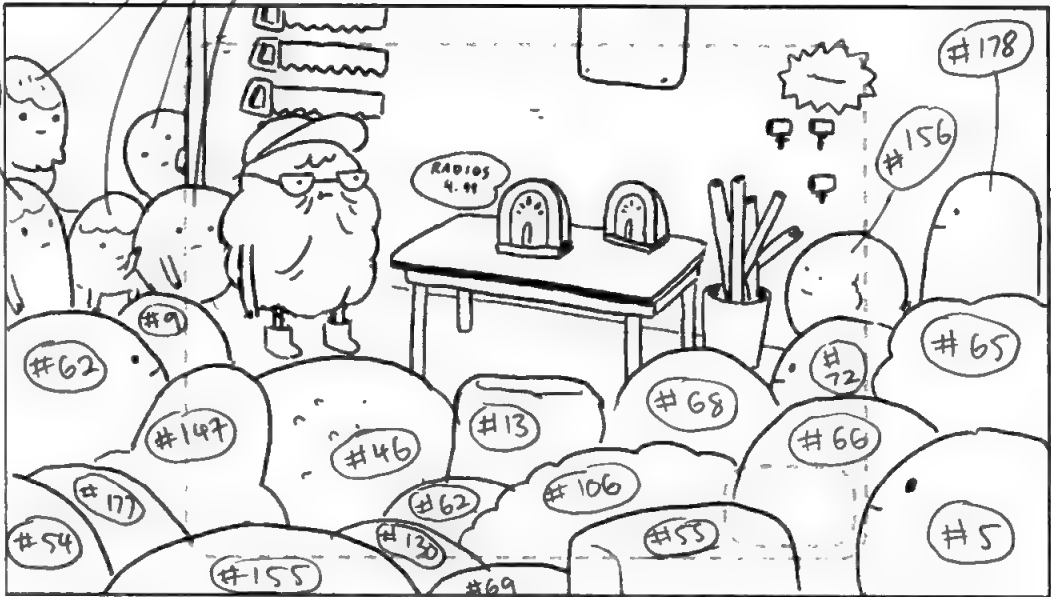


Sc. 127

Pnl. A

Bg.

day night



Dialog:

J: ^(O/S) THIS BUNNY IS INDOMITABLE!!

(BEAT)

Action:

-BUNNY SETTLES DOWN.

- PUDDING'S HARDWARE.

MAR 20 2014

Timing:

1025-177

EPISODE #

Production :

1025/177

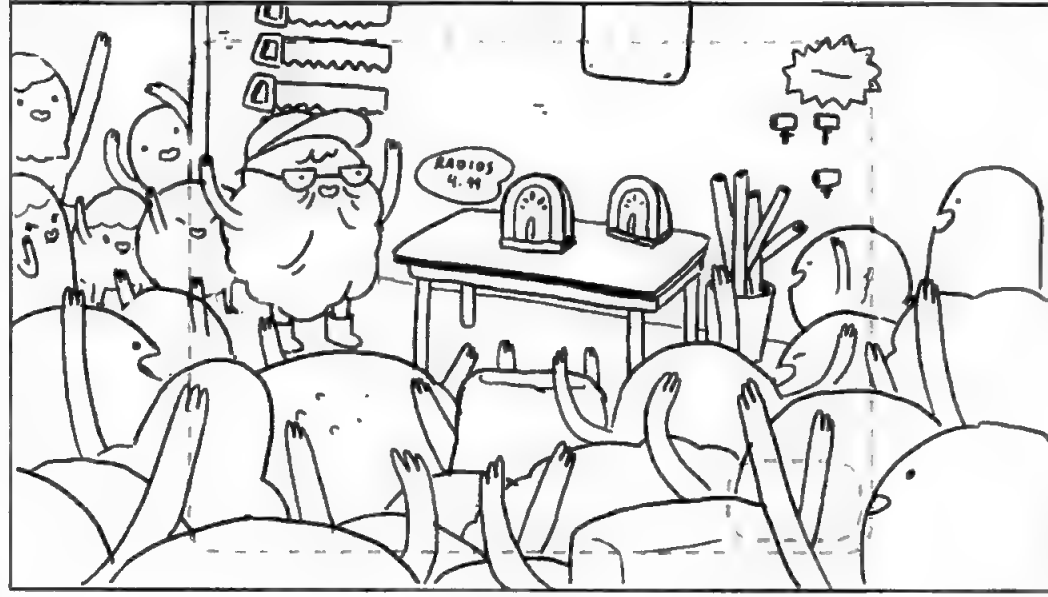
1025/177

ADVENTURE TIME

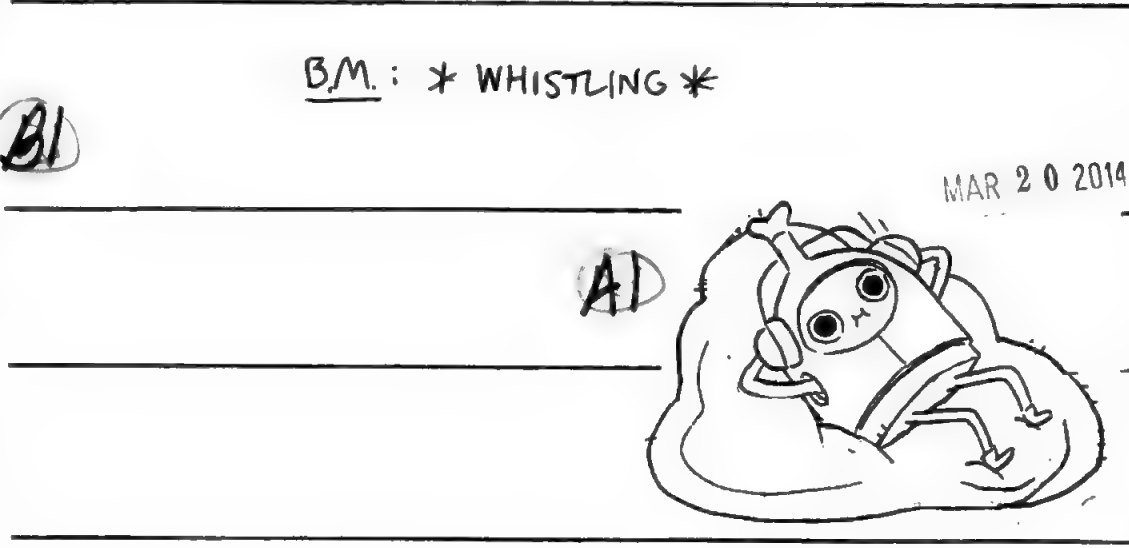
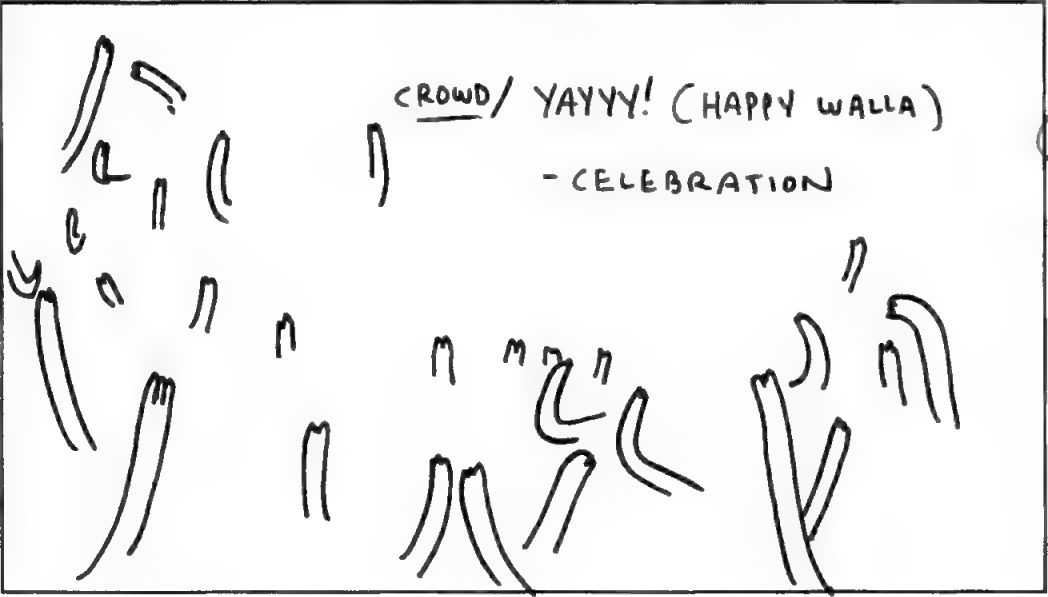
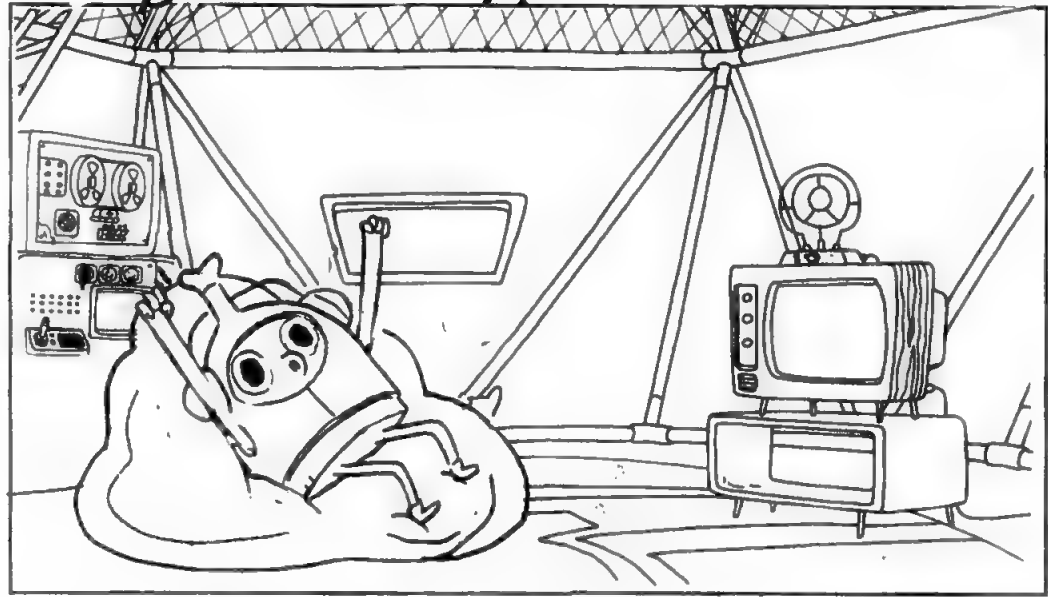


Page 209
209 AND 1
day night

Sc. 127 *CONT* Pnl. *B* Bg. day night



Sc. *128* Pnl. *A* Bg. day night



EPISODE # 1025-177

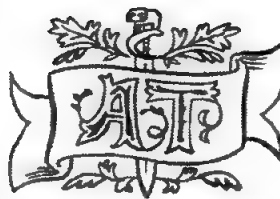
1025/177

Production :

1025/177

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ADVENTURE TIME

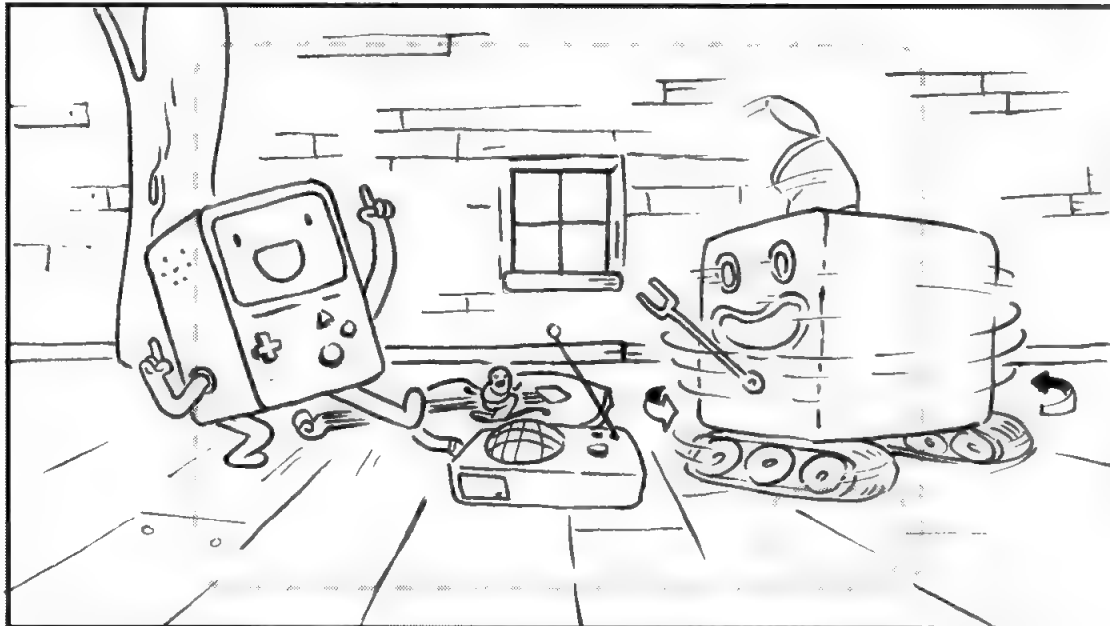


Sc. 129

Pnl. A

Bg.

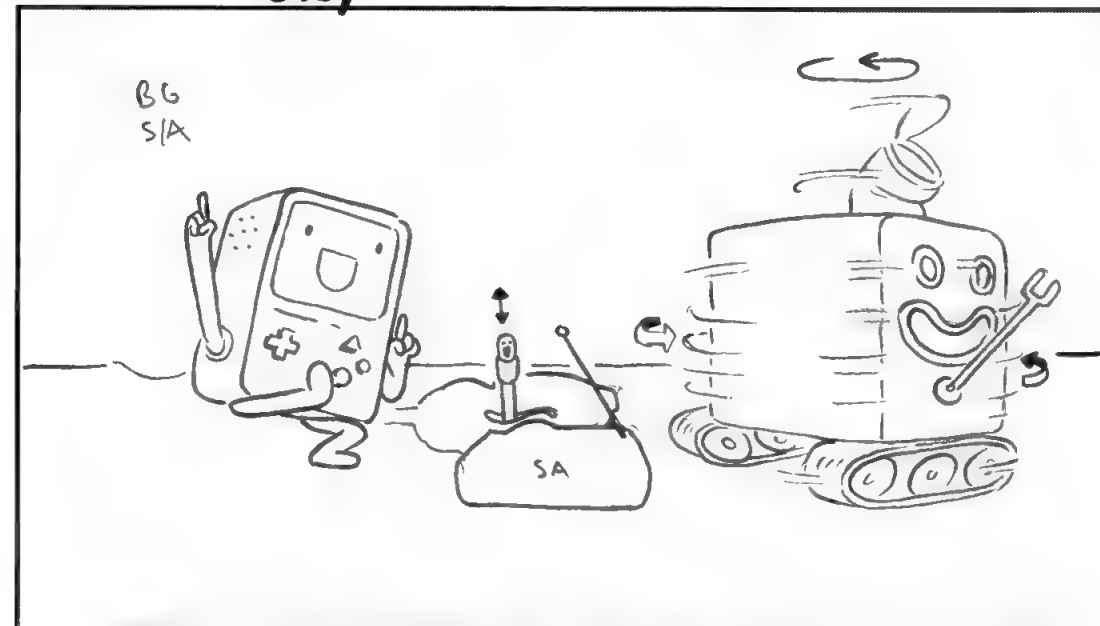
day night



Sc. 129

cont Pnl. B

Bg.



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210
day night

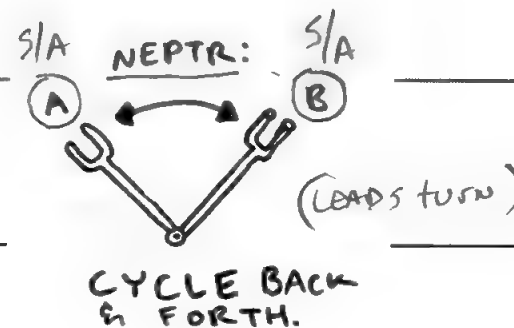
Dialog:

BMO: HA-HA WOO! YAY!

Action:

- BMO DANCES.
- NEPTR SPINS FAST & WAVES ARM.
- SHELBY BOBS UP & DOWN.

Timing:



MAR 20 2014

EPISODE #

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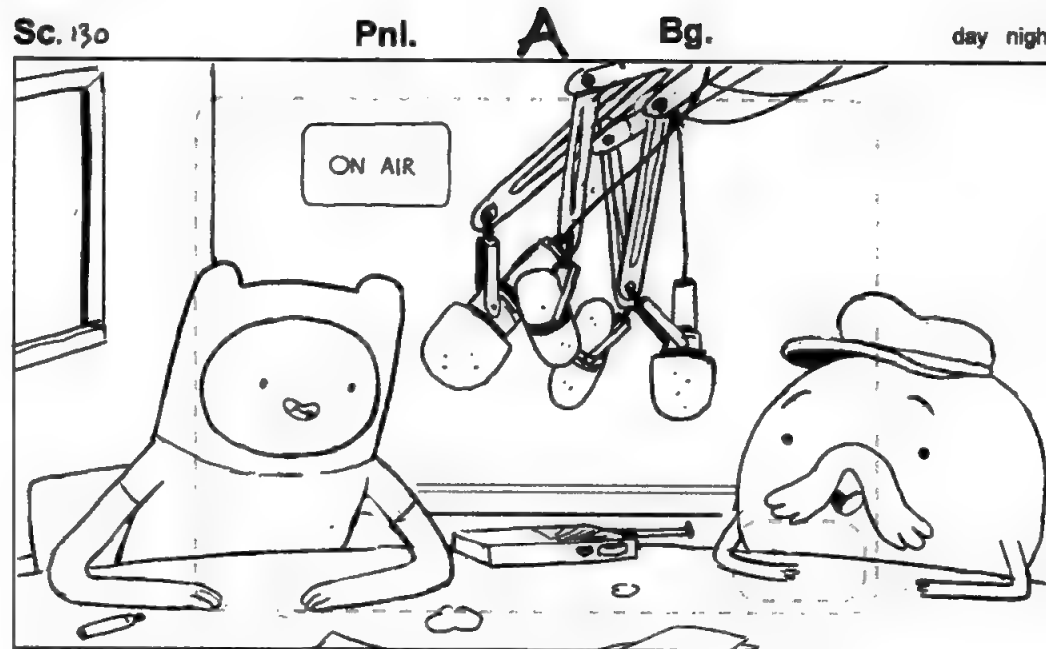
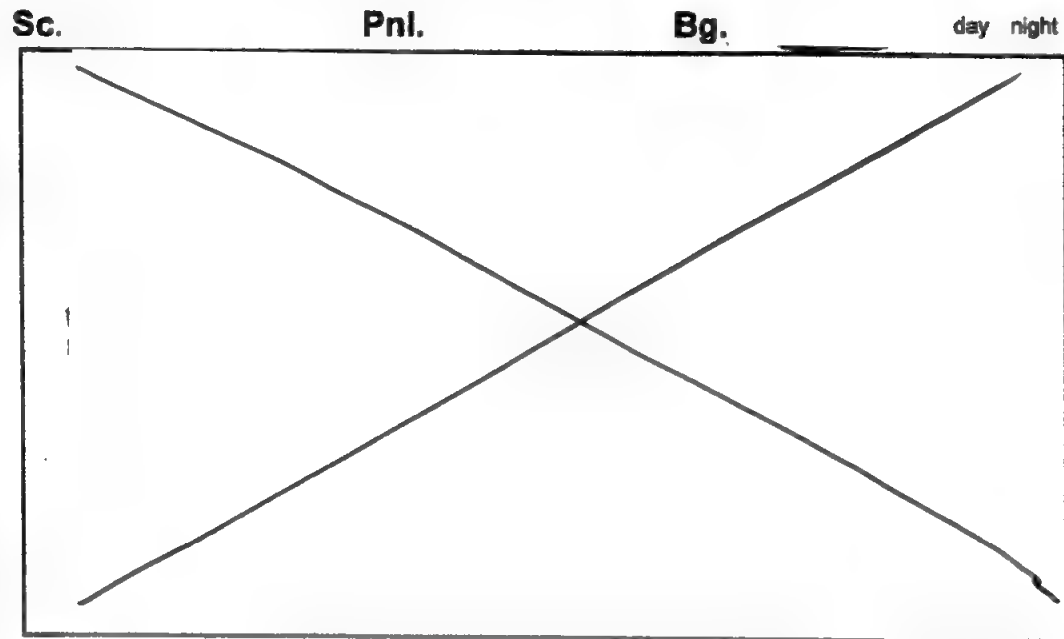
Production:

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ADVENTURE TIME



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Dialog:

J/ (O/S) (LAUGHING)

MAR 20 2014

Action:

Timing:

1025-177

EPISODE #

Production :

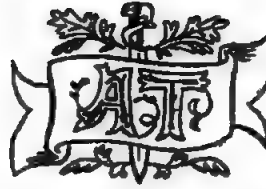
1025/177

1025/177

1025/177

Cut

ADVENTURE TIME



HW
Cut

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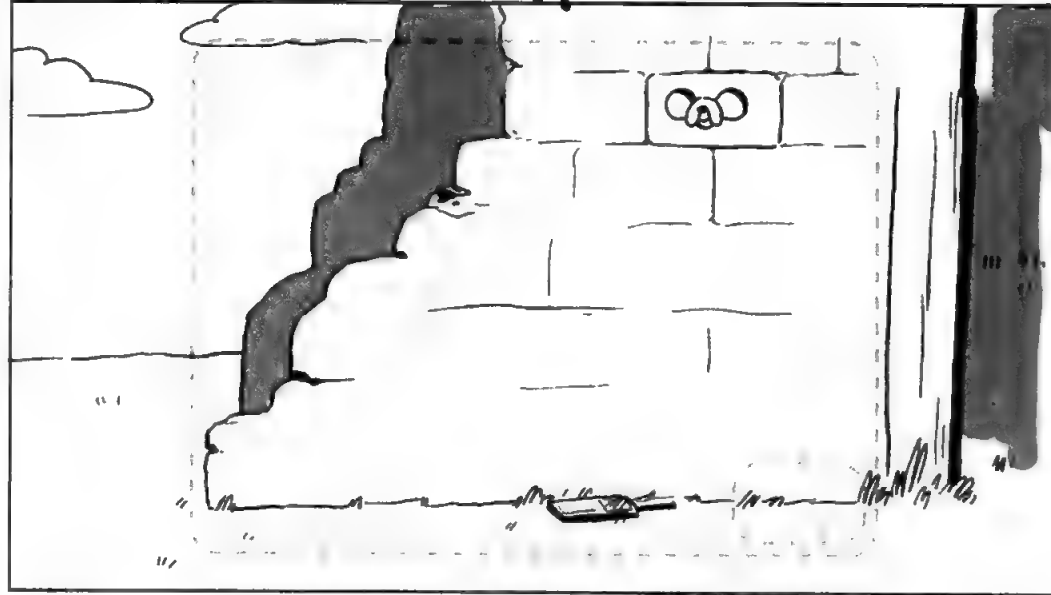
Sc. 131

Pnl. ,

A

Bg.

day night



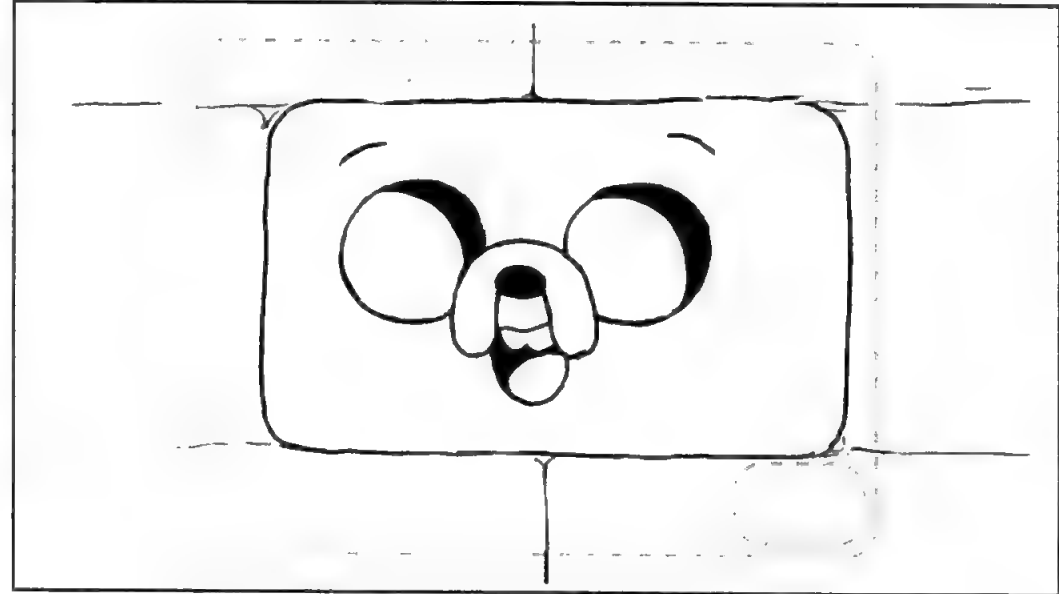
Sc. 132

Pnl. ,

A

Bg.

day night



Dialog:

J/ THIS BUNNY HAS THE RIGHT ATTITUDE ...

J/ WHO CARES ABOUT BEING A BRICK IN A WALL OF A FALLING DOWN SHACK?!

Action:

MAR 20 2011

Timing:

1025-177

EPISODE #

Production :

1025/177

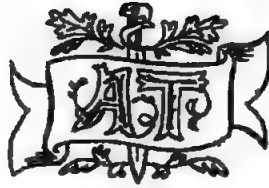
1025/177

1025/177

1025/177

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ADVENTURE TIME



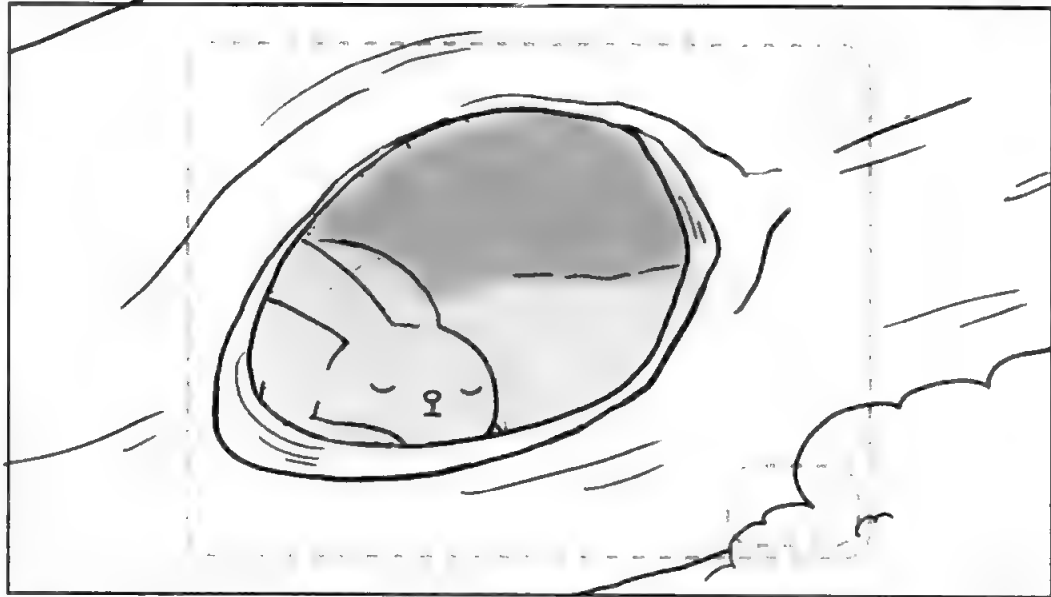
Page 212

Sc. 133

Pnl. A.

Bg.

day night

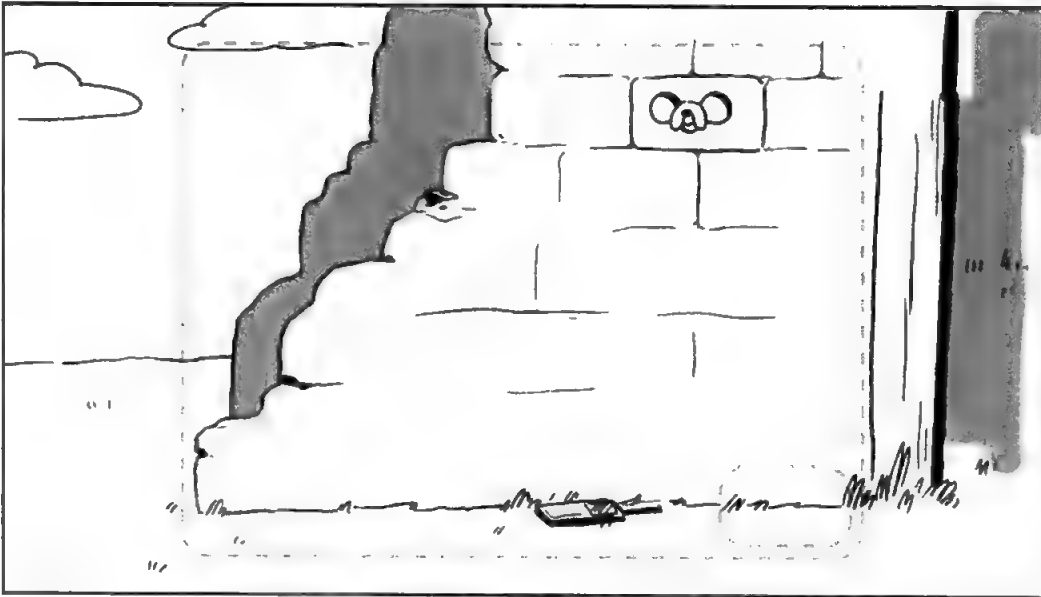


Sc. 134

Pnl. A

Bg.

day night



Dialog:

J/ (OIS) THERE'S SOMETHING BIGGER THAN THAT AND THE BUNNY HAS ANSWERS!

Action:

MAR 20 2014

Timing:

1025-177

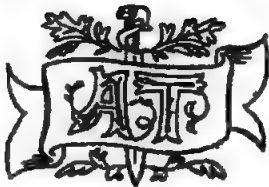
EPISODE #

Production :

1025/177

1025/177

ADVENTURE TIME



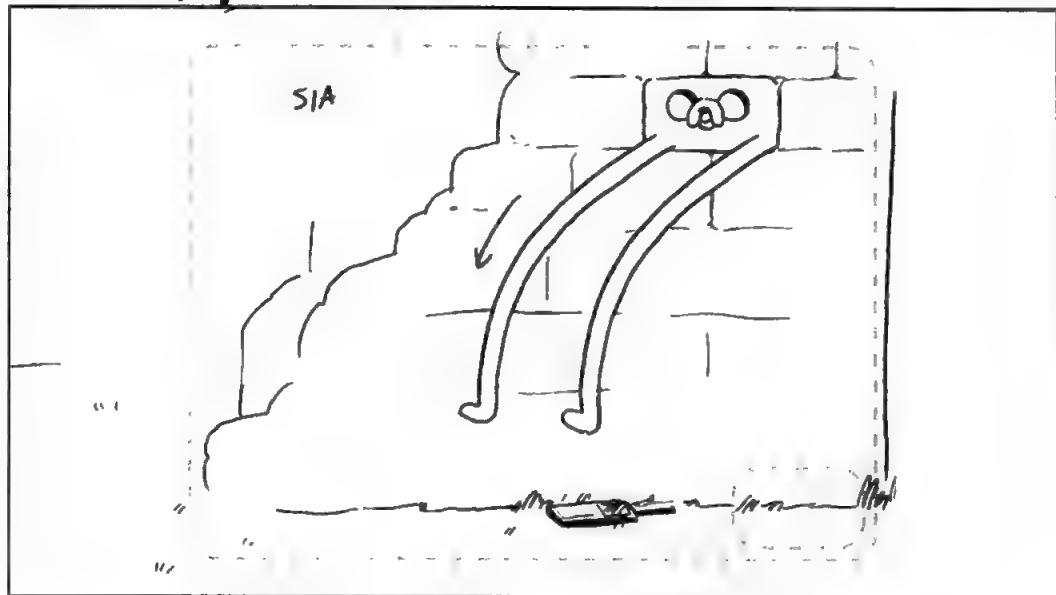
Page 213

Sc. 134 *cont*

Pnl. B

Bg.

day night

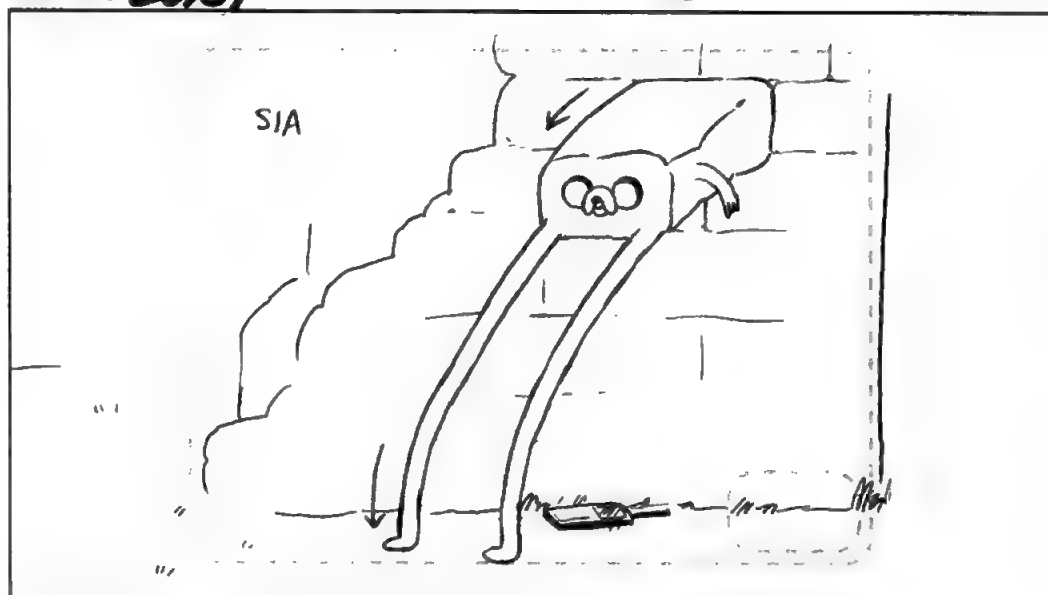


Sc. 134 *cont*

Pnl. C

Bg.

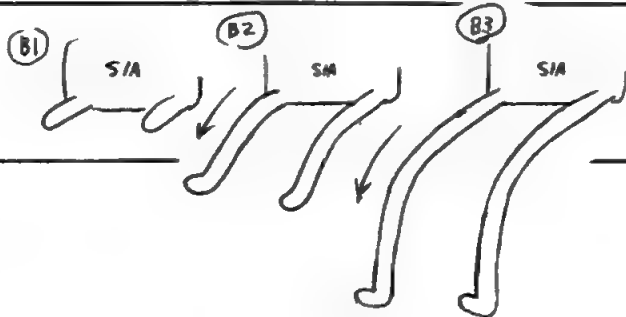
day night



Dialog:

SFX: * STRETCH *

Action:



- J. STRETCHES OUT OF HOLE.

MAR 20 2014

Timing:

1025-177

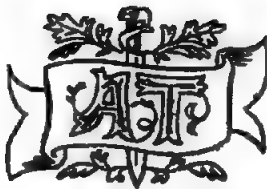
EPISODE #

Production :

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ADVENTURE TIME



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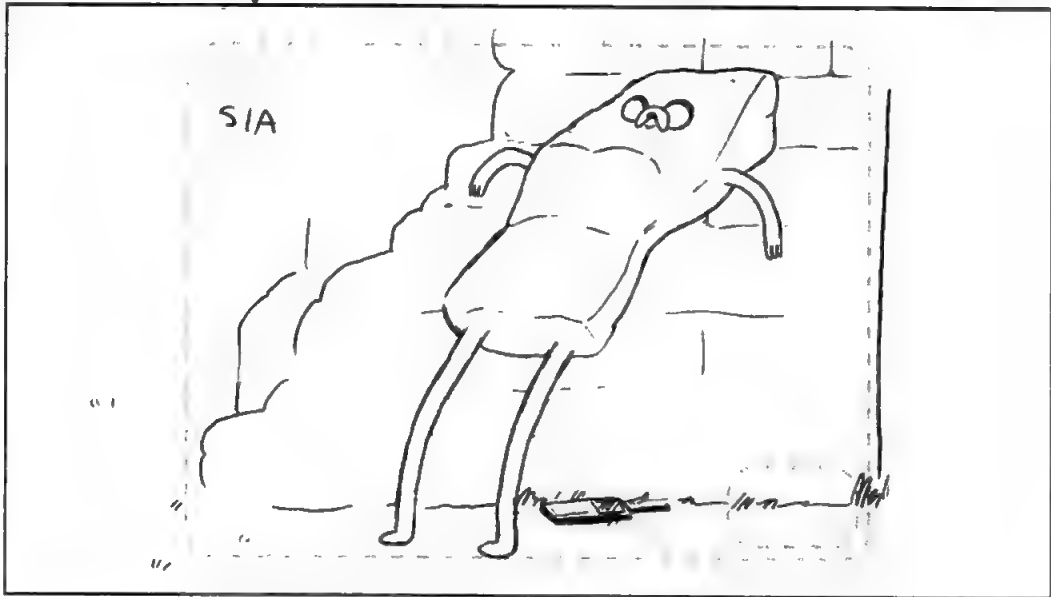
Sc. 134

CONT

Pnl. D

Bg.

day night



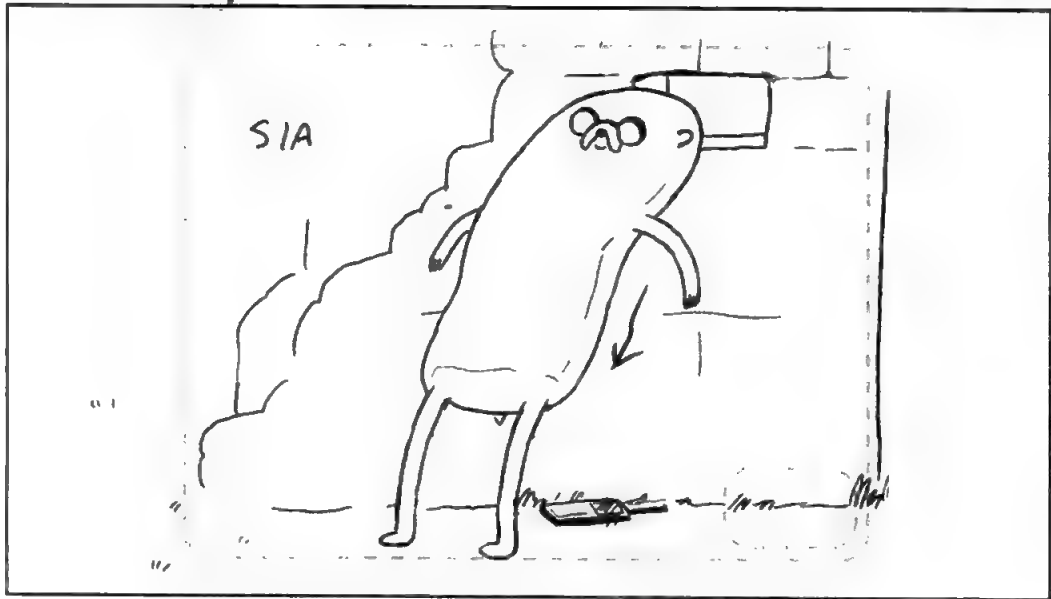
Sc. 134

CONT

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

MAR 20 2014

Production :

EPISODE #

1025-177

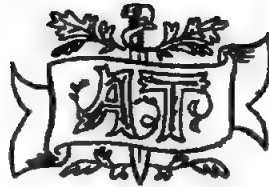
1025/177

1025/177

1025/177

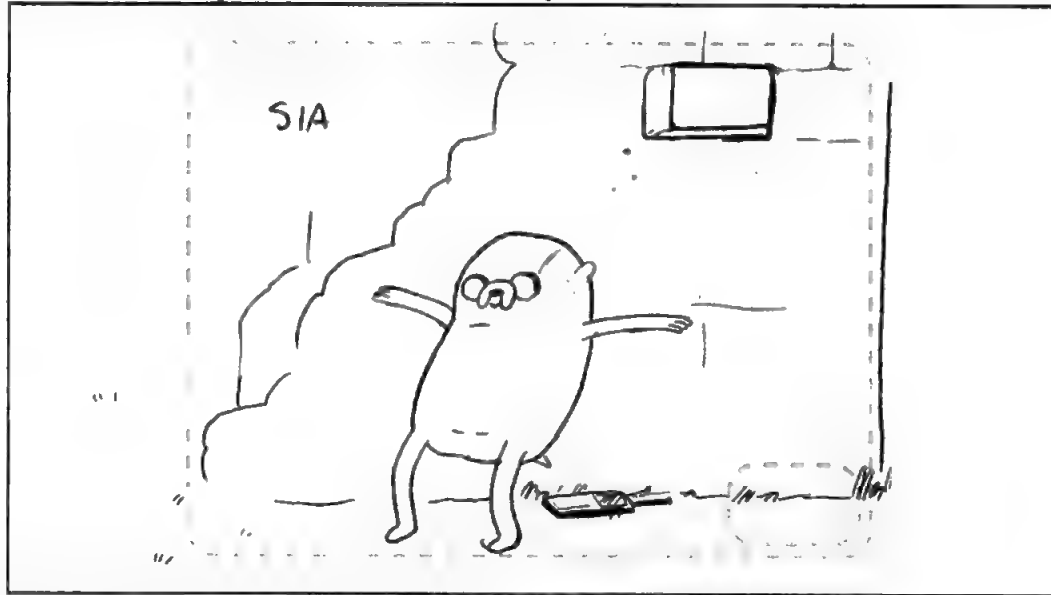
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ADVENTURE TIME

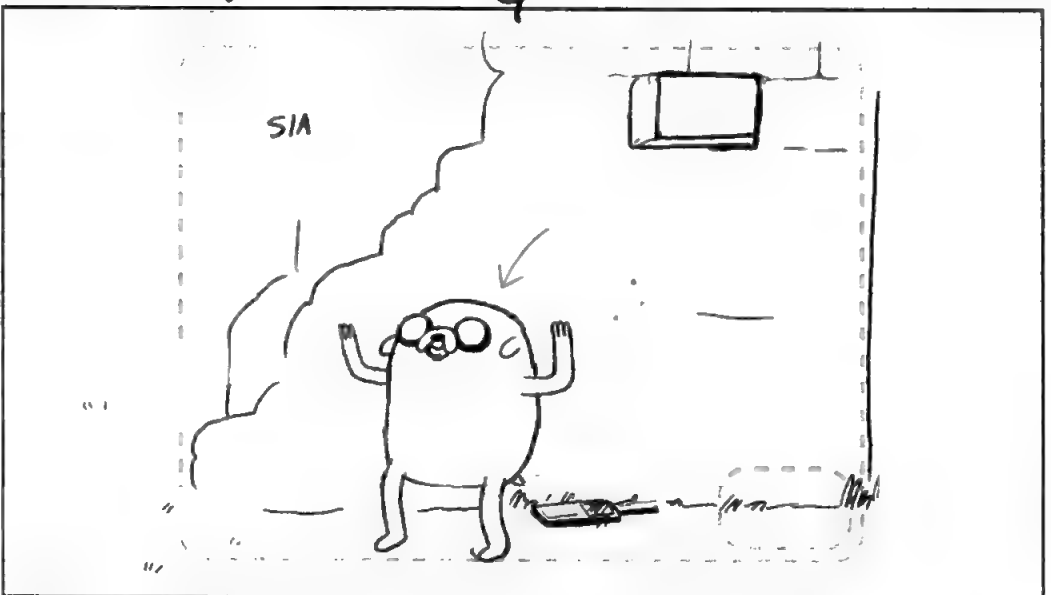


Page 215

Sc. 134 CONT Pnl. F Bg. day night



Sc. 134 CONT Pnl. G Bg. day night



Dialog:	J/ TEACH ME, MR B!
Action:	J. STRETCHES BACK TO REGULAR SHAPE. MAR 20 2014
Timing:	

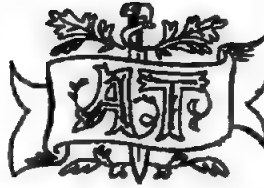
EPISODE # 1025-177

Production :

1025/177

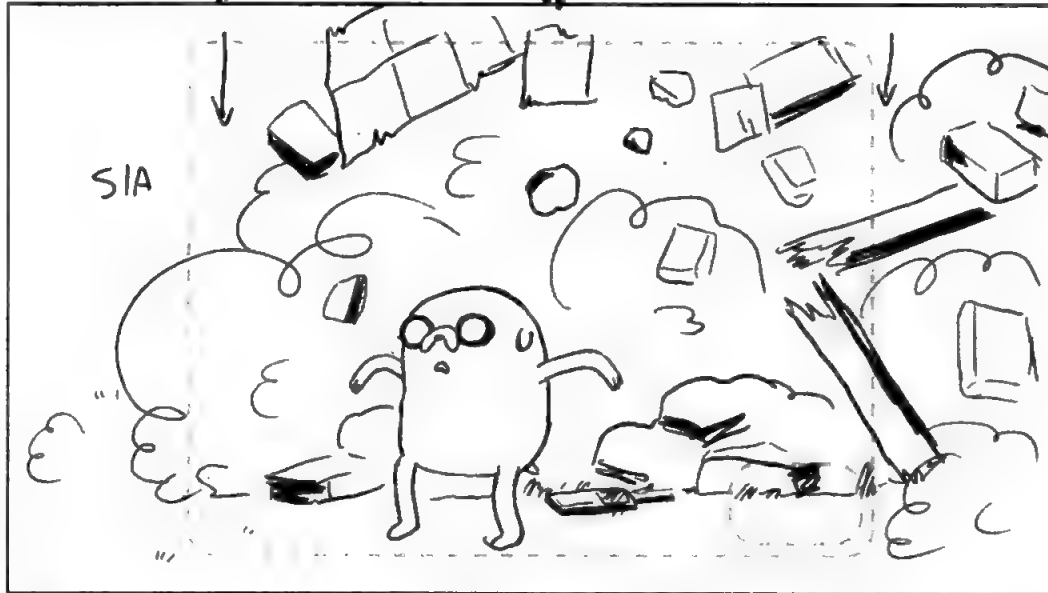
1025/177

ADVENTURE TIME



Page 216

Sc. 134 *CONT* Pnl. *H* Bg. day night



Sc. 134 *CONT* Pnl. *F* Bg. day night



Dialog:

Action:

Timing:

- SHACK COLLAPSES SUDDENLY. DUST CLOUD RISES.

- J. TURNS SUDDENLY.

MAR 20 2011

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EPISODE #

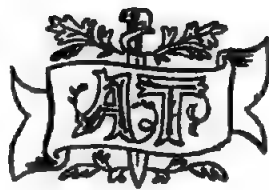
Production :

1025/177

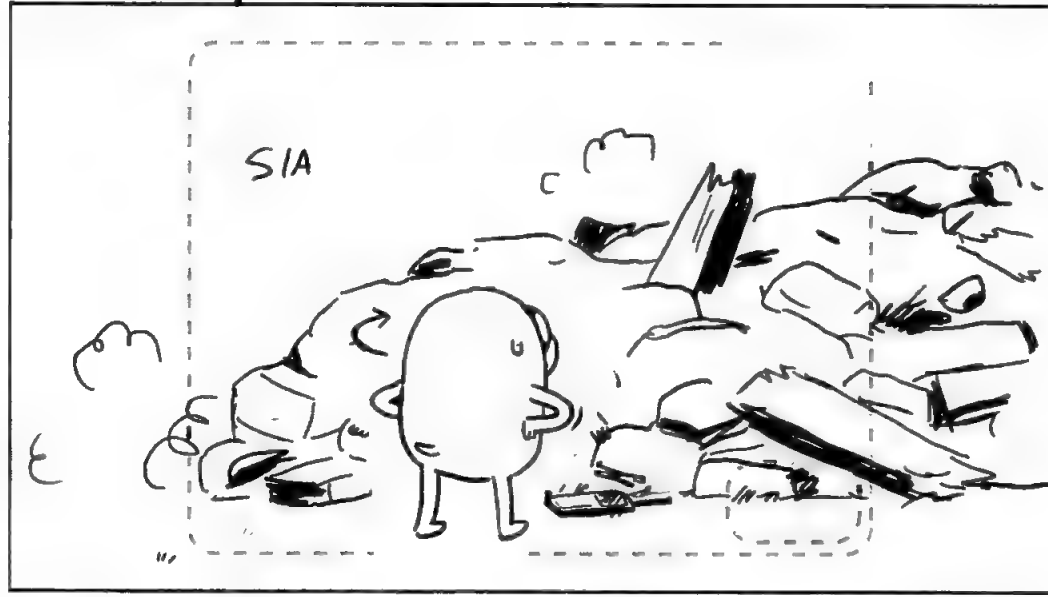
1025/177

1025/177

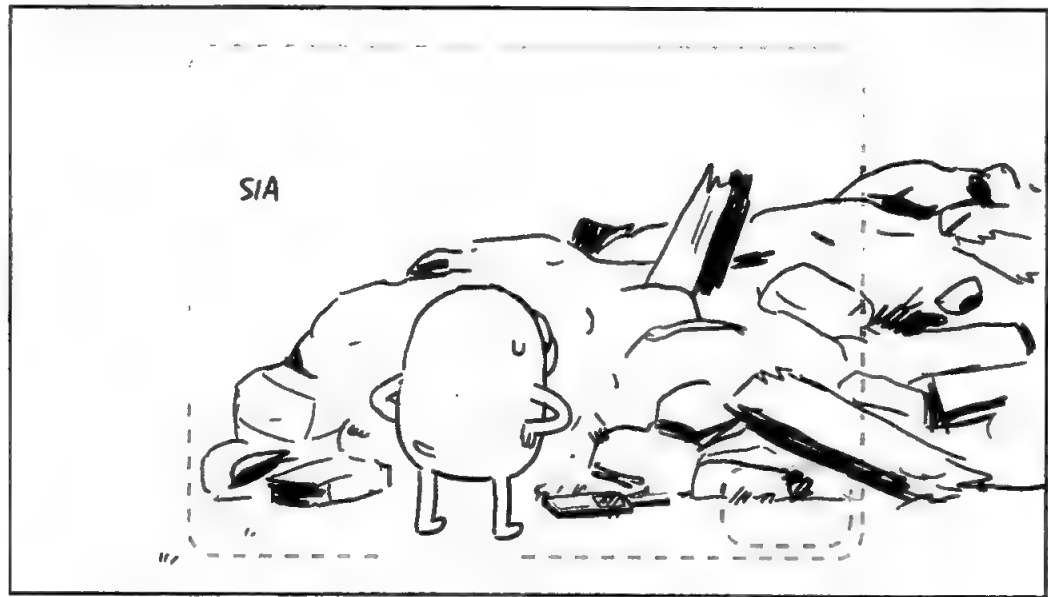
ADVENTURE TIME



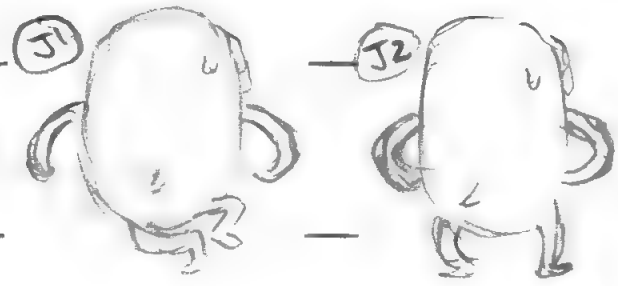
Sc. 134 *CONT* Pnl. J Bg. day night



Sc. 134 *CONT* Pnl. K Bg. day night



Dialog:	
<u>J1</u> AWW.	
Action:	
- J TURNS HIS LEGS AROUND.	
DUST SETTLES	
Timing:	MAR 20 2014



EPISODE # 1025-177

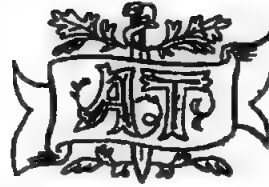
Production :

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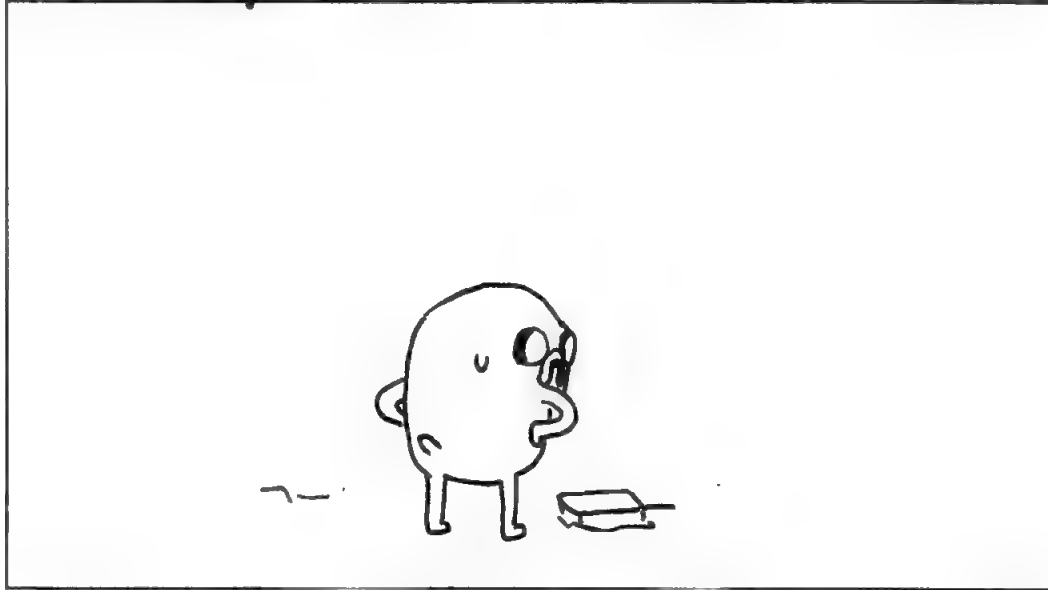
ADVENTURE TIME



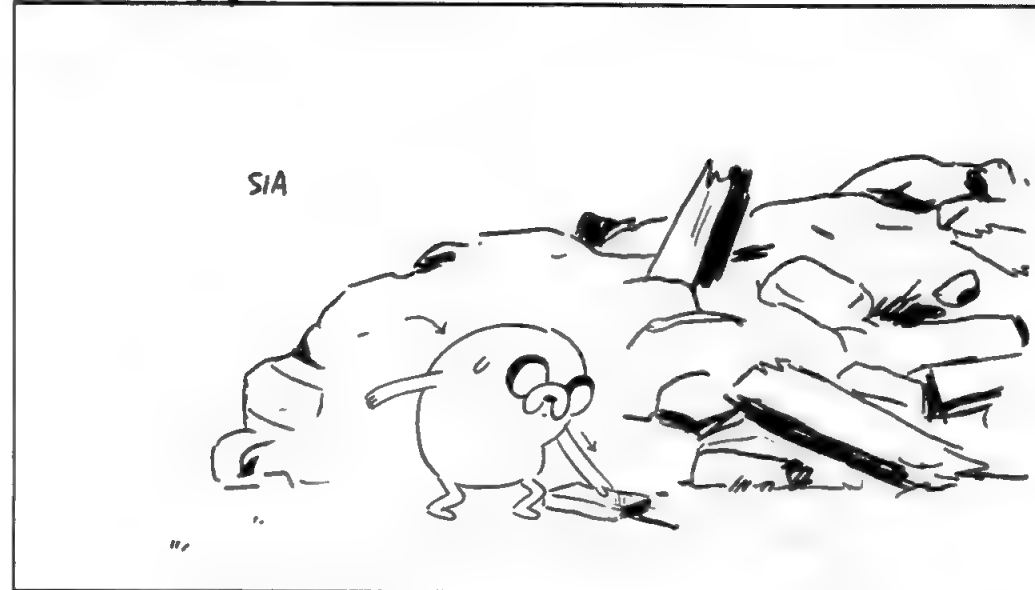
NO SC'S
135 - 138

Page 218
NO PGS 219-221
day night

Sc. 134 *cont* Pnl. L Bg. day night



Sc. 134 *cont* Pnl. M Bg. day night



Dialog:

F/ (OS) JAKE ?

F/ (O/S) JAKE? YOU THERE BUDDY? OVER.

J/ HEY FINN.

Action:

Timing:



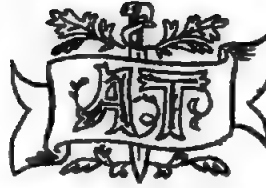
EPISODE #

Production :

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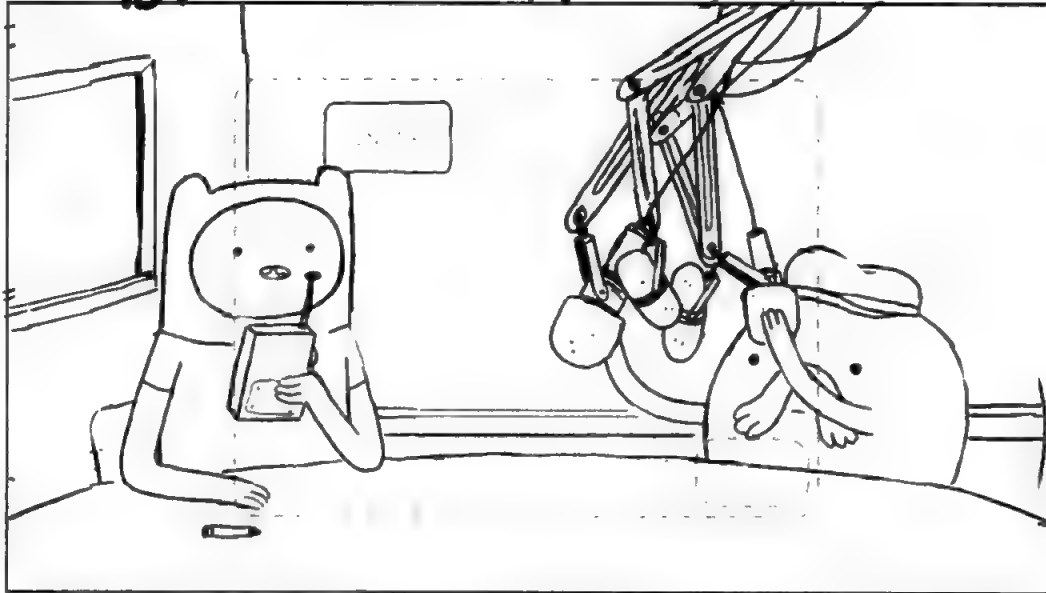
ADVENTURE TIME



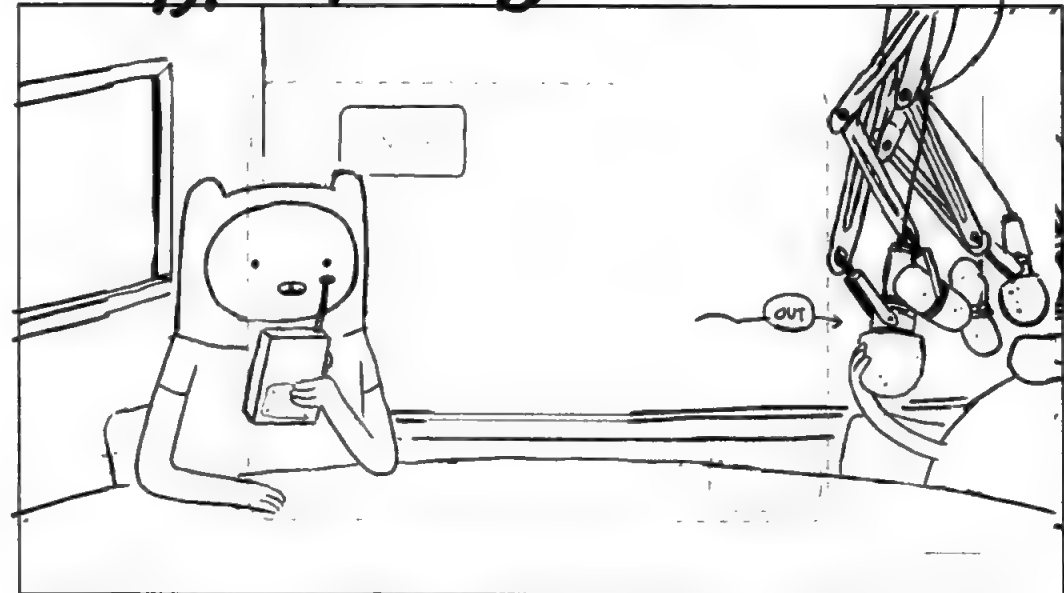
No Pgs. 219-221

Page 222

Sc. **139** Pnl. **A** Bg. day night



Sc. **139 cont** Pnl. **B** Bg. day night



Dialog:

F / HEY MAN.



F / ARE YOU READY TO COME HOME?

Action:

- STARCHY WALKS OFF / S
W / MICROPHONES.

MAR 20 2014

Timing:

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EPISODE #

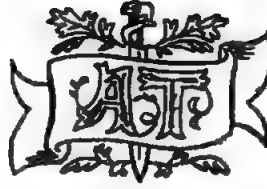
Production :

1025/177

1025/177

Cut

ADVENTURE TIME



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Cut

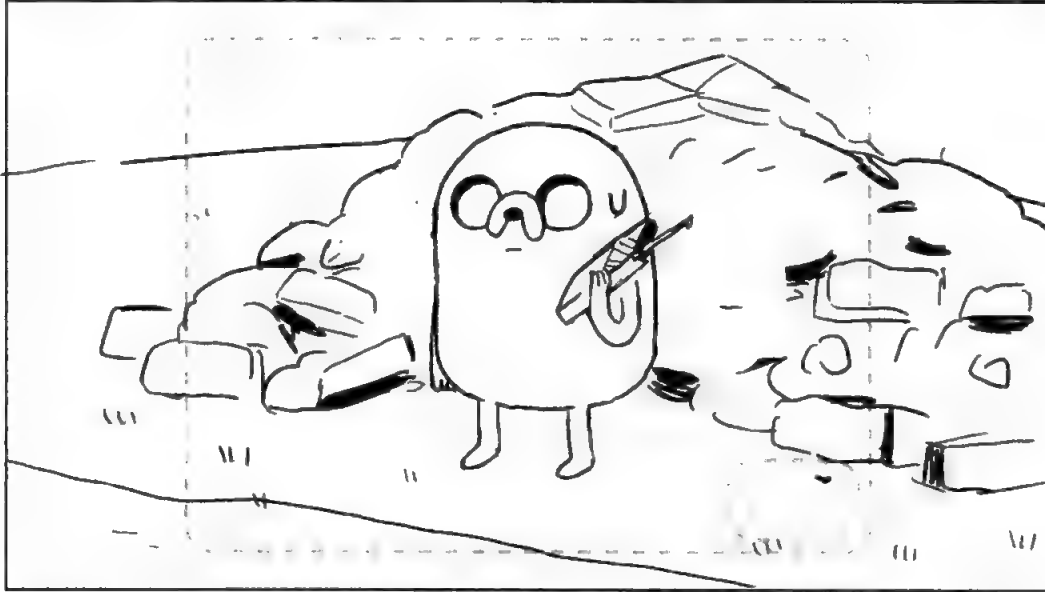
Sc. 140

Pnl.

A

Bg.

day night



Sc. 140

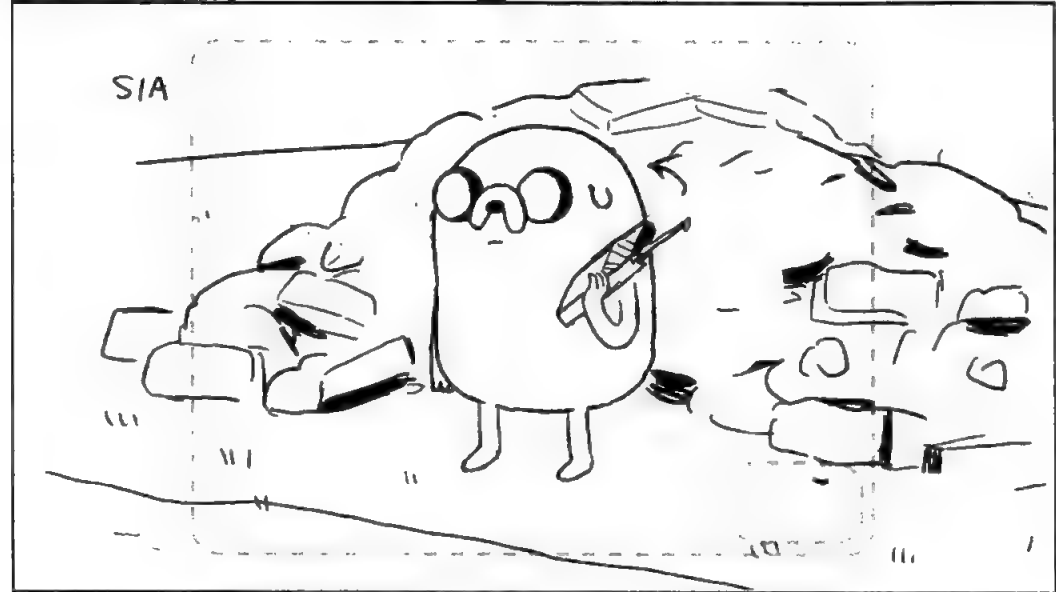
CUT

Pnl.

B

Bg.

day night



Dialog:

Action:

- J LOOKS TOWARDS TREG.

MAR 20 2014

Timing:

1025-177

EPISODE #

Production :

1025/177

1025/177

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ADVENTURE TIME



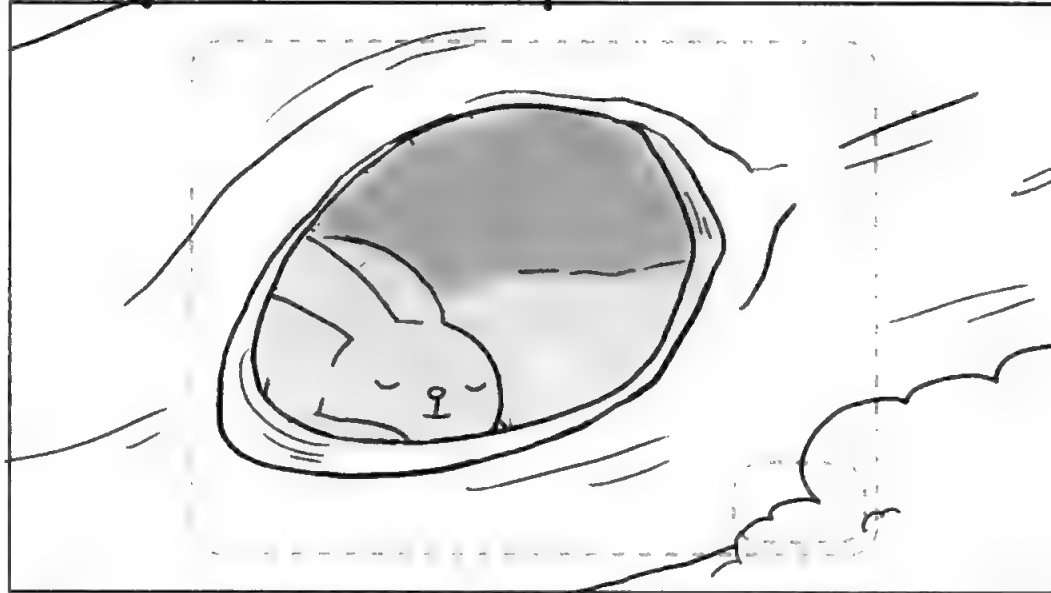
Sc. 141

Pnl. A

A

Bg.

day night



Sc. 142

Pnl. A

Bg.

day night



Dialog:

Action:

BUNNY SLEEPING

Timing:



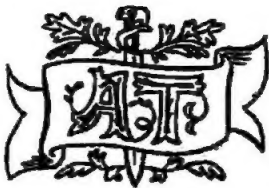
1025-177

EPISODE #

1025/177

Production :

ADVENTURE TIME



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Sc. 142 *CONT*

Pnl. *B*

Bg.

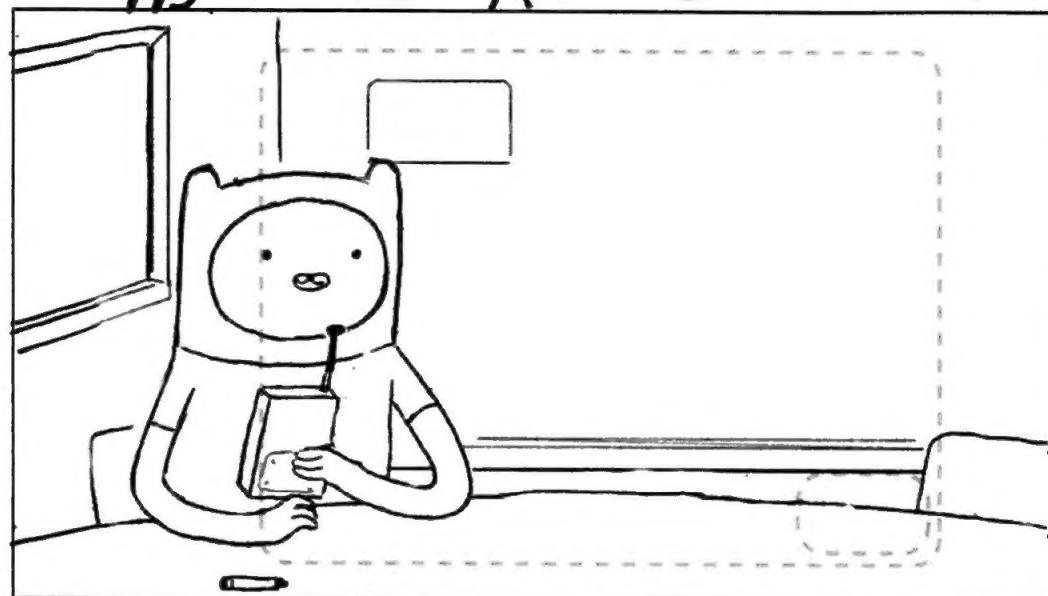
day night

Sc. *143*

Pnl. *A*

Bg.

day night



Dialog:

J/ THAT SOUNDS GOOD.

F/ AWESOME. SEE YOU SOON.

Action:

MAR 20 2014

Timing:

1025-177

EPISODE #

Production :

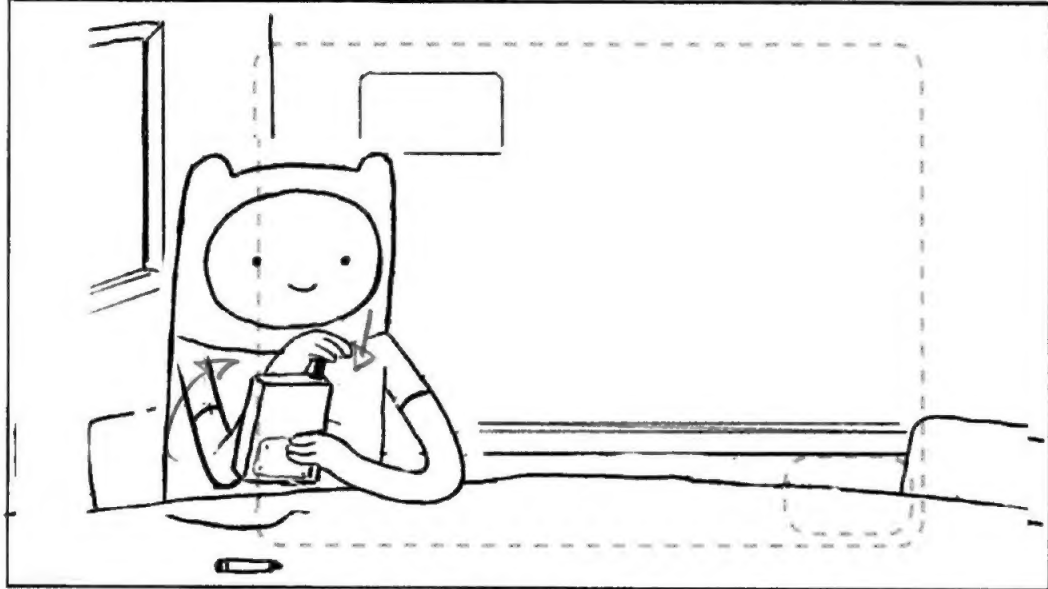
1025/177

ADVENTURE TIME

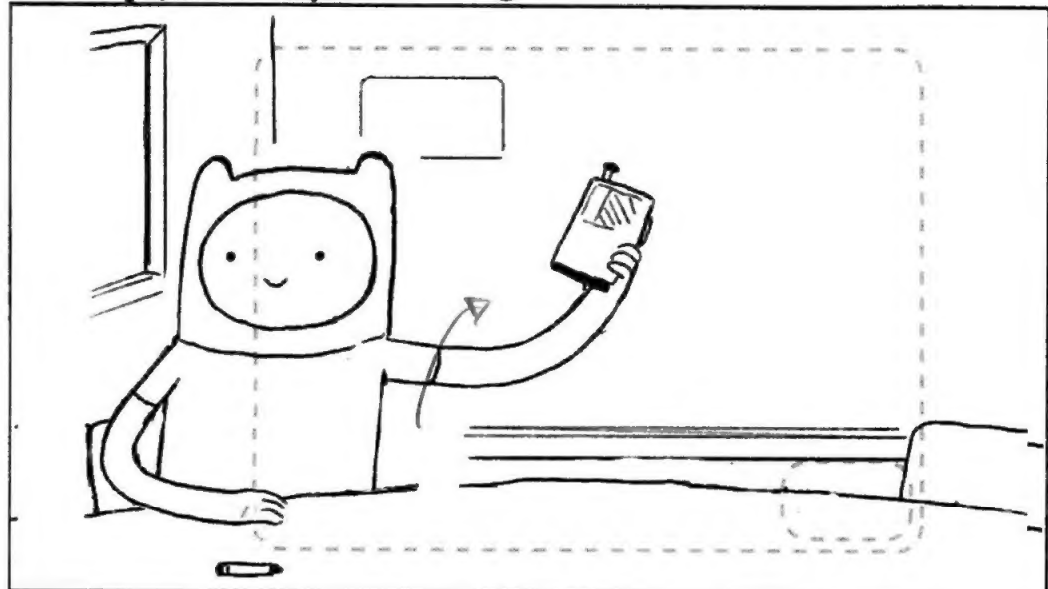


Cut

Sc. 143 CONT Pnl. Bg. day night



Sc. 143 CONT Pnl. C Bg. day night



Dialog:

SFX / CLICK

Action:

Timing:

F THROWS WALKIE TALKIE

MAR 20 2011

EPISODE #

1025-177

Production :

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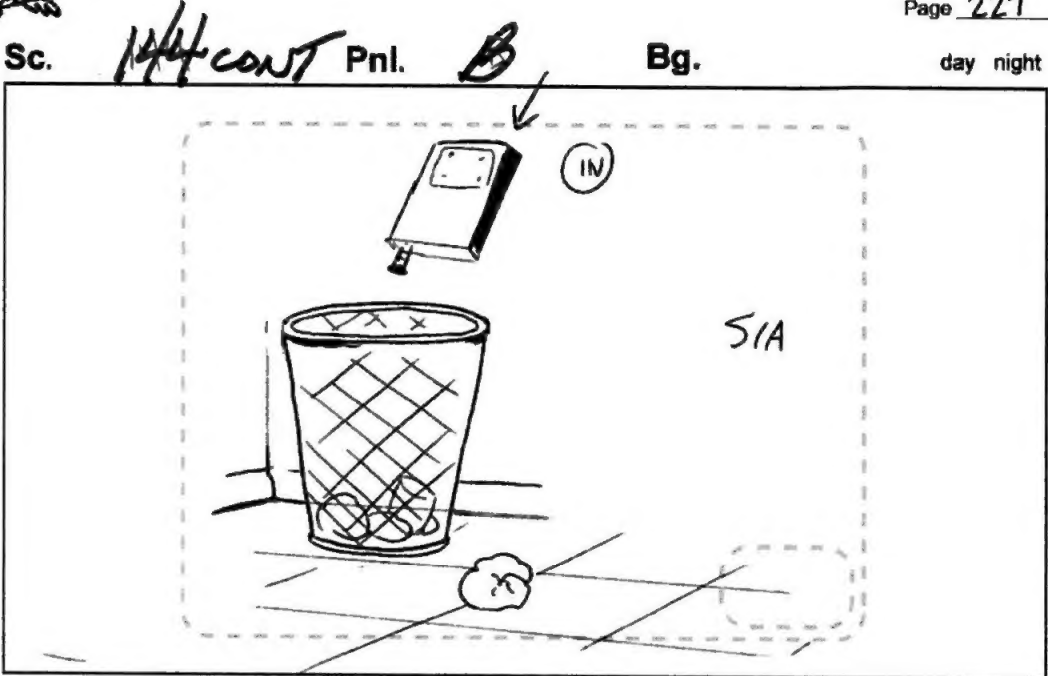
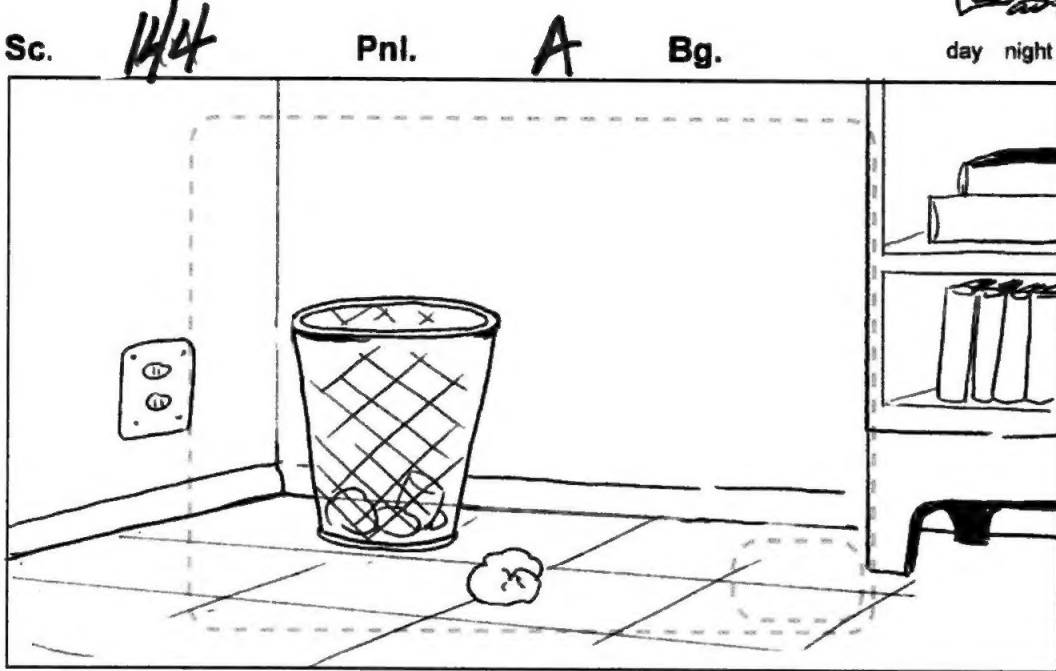
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Cut

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ADVENTURE TIME



Dialog:
Action:
Timing:

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EPISODE #

Production :

ADVENTURE TIME



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Sc. 144 CONT Pnl. C Bg.

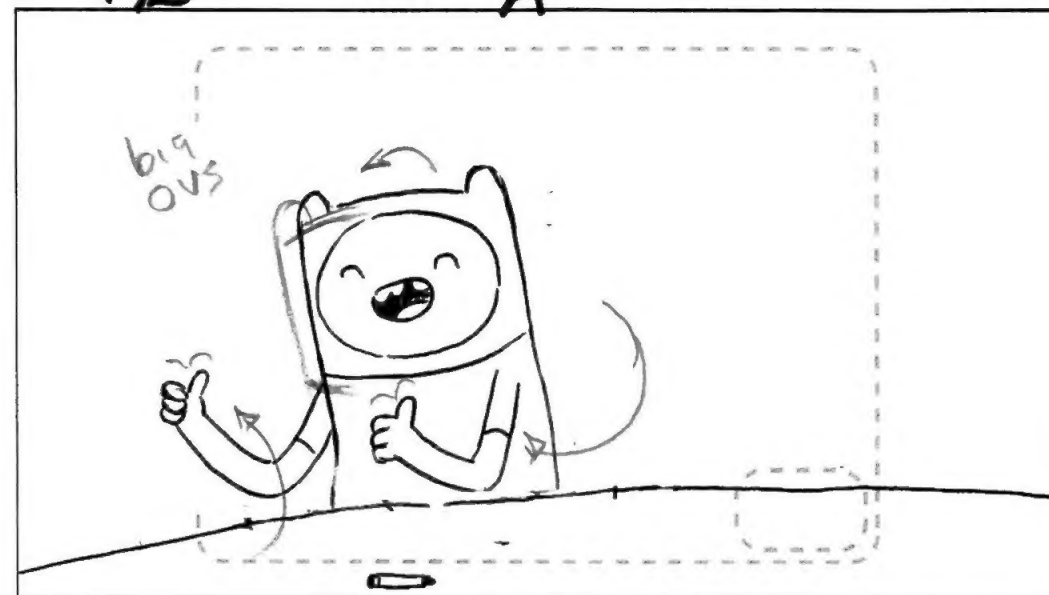
day night

Sc. 145

Pnl. A

Bg.

day night

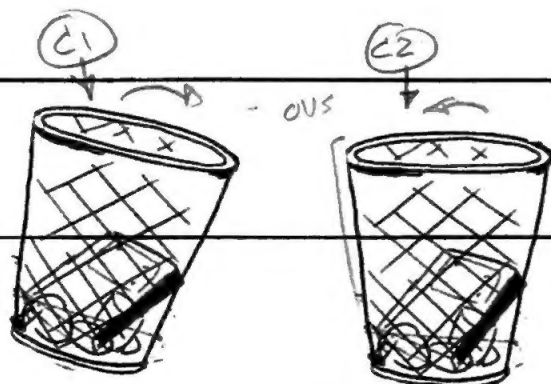


Dialog:

F/ Yusss!

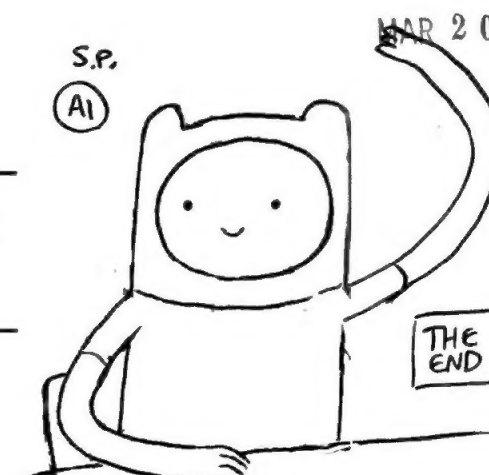
Action:

Timing:



CAN WOBBLES AS W-T LANDS IN IT

-DOUBLE THUMBS UP.



1025-177

EPISODE #

Production :

1025/177

1025/177